

03 ATLANTA FALCONS

DEFENSIVE PLAYBOOK



PHILOSOPHY OF THE ATLANTA FALCONS DEFENSE

OUR BASIC DEFENSE IS AN ATTACKING STYLE. THE FALCONS PHILOSOPHY ON 1ST AND 2ND DOWN IS TO STOP THE RUN AND PLAY OUTSTANDING PASS DEFENSE. WE WILL PLAY ZONE, MAN TO MAN, AND BLITZ IN ANY SITUATION. ON ANY DOWN WE MAY UTILIZE DIFFERENT FRONTS OR DIFFERENT PERSONNEL GROUPS.

IN ALL SITUATIONS, WE WILL DEFEND THE INSIDE OR MIDDLE OF THE FIELD FIRST - DEFEND INSIDE TO OUTSIDE. AGAINST THE RUN, THE FALCONS WILL NOT ALLOW THE BALL TO BE RUN INSIDE. WE WANT TO FORCE THE BALL OUTSIDE. AGAINST THE PASS, THE FALCONS WILL NOT ALLOW THE BALL TO BE THROWN DEEP DOWN THE MIDDLE OR INSIDE. WE WANT TO FORCE THE BALL TO BE THROWN SHORT AND / OR OUTSIDE.

THE TRADEMARK OF THE ATLANTA FALCONS DEFENSE IS AGGRESSIVENESS AND PHYSICAL PLAY. WE WILL BE PHYSICALLY STRONG AT THE LINE OF SCRIMMAGE AND WILL HUSTLE AND PURSUE RELENTLESSLY. WE WILL BE HARD AND SURE TACKLERS. THE ATLANTA FALCONS WILL BE SUCCESSFUL ON DEFENSE BECAUSE WE GIVE 100% PHYSICAL EFFORT AND DO NOT MAKE MENTAL MISTAKES. TO ELIMINATE MENTAL ERRORS, WE MUST FULLY UNDERSTAND THE CONCEPT OF THE DEFENSE AND BE DISCIPLINED TO PLAY THE DEFENSE CALLED. WE WILL NOT ALLOW BIG PLAYS AGAINST US.

THE FALCONS DEFENSE MUST PERFORM EFFICIENTLY INSIDE OUR 20 YARD LINE (RED AREA) AND ON THE GOAL LINE. WE CANNOT ALLOW OUR OPPONENTS TO RUN THE BALL INTO THE END ZONE. WE WILL HAVE A GREAT RUN DEFENSE WITH TIGHT PASS COVERAGE. WE WILL PREVENT TOUCHDOWNS AND FORCE FIELD GOAL ATTEMPTS BY PLAYING OUTSTANDING TEAM DEFENSE.

DEFENSIVELY, WE MUST ADAPT TO EVERY SITUATION THAT PRESENTS ITSELF AND EXECUTE SUCCESSFULLY. THIS REQUIRES GOOD COMMUNICATION, TEAMWORK, AND OFTEN PERSONNEL SUBSTITUTION. SOME DEFENSIVE SITUATIONS THAT OCCUR ARE: 2ND AND LONG, 3RD DOWN, 4TH DOWN, 2 MINUTE, NO HUDDLE, SHORT YARDAGE, RED AREA, GOAL LINE, 2 POINT PLAY, CONSERVING TIME, PROTECTING A LEAD, OPPONENT BACKED UP, AND NO HUDDLE. WE WILL PREPARE FOR AND HANDLE ALL SITUATIONS.

FINALLY, OUR JOB IS TO TAKE THE BALL AWAY FROM THE OPPONENTS' OFFENSE AND SCORE OR SET UP GOOD FIELD POSITION FOR THE FALCONS OFFENSE. WE MUST KNOCK THE BALL LOOSE, FORCE MISTAKES, AND CAUSE TURNOVERS. TURNOVERS WIN GAMES! WE WILL BE ALERT AND AGGRESSIVE AND TAKE ADVANTAGE OF EVERY OPPORTUNITY TO COME UP WITH THE BALL.

- DEFENSE WINS CHAMPIONSHIPS -

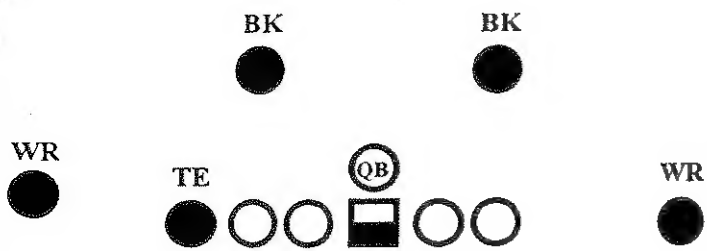
2002 DEFENSIVE GOALS
GAME: _____

WIN (2002: 9-6-1)		GAME: SEASON:
POINTS ALLOWED 17/GAME (2002: 19.6 – 8 TH)		GAME: SEASON:
NO BIG PLAYS +20 YD RUN +40 YD PASS		GAME: SEASON:
3RD DOWN EFFICIENCY 36% (2002: 39.5% - 20 TH)		GAME: SEASON:
INTERCEPTIONS 1.5/GAME (24) (2002: 24 – 3 RD)		GAME: SEASON:
FUMBLES 1/GAME (16) (2002: 15 – 8 TH)		GAME: SEASON:
SACKS 3/GAME (48) (2001: 47 – 4 TH)		GAME: SEASON:
TOTAL YARDS 299/GAME (2002: 333.4 – 19 TH)		GAME: SEASON:
RUSH YARDS 4.0/ATT OR 99YDS (2002: 4.64 – 28 TH 127.9 – 23 RD)		GAME: SEASON:
PASS YARDS 5.6/ATT OR 200 YDS (2002: 5.86 – 17 TH 205.4 – 16 TH)		GAME: SEASON:

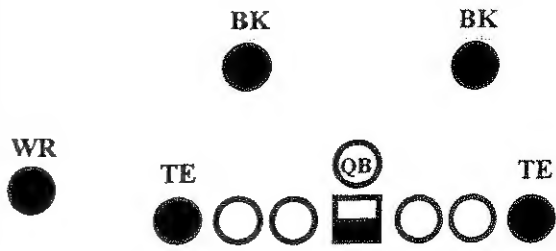
PERSONNEL IDENTIFICATION

IDENTIFIED BY 2 DIGITS - 1ST DIGIT = # OF BACKS: 2ND DIGIT = # OF TE'S

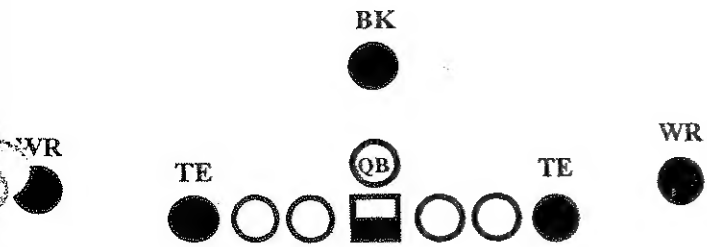
"21" (2 BACKS - 1 TE)



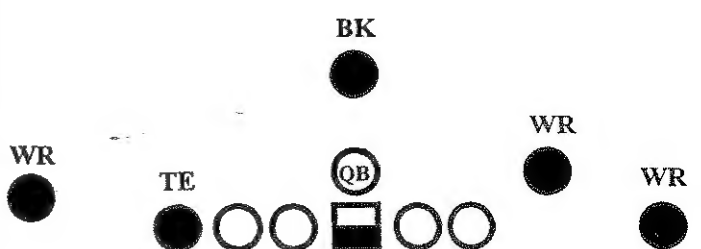
"22" (2 BACKS - 2 TE'S)



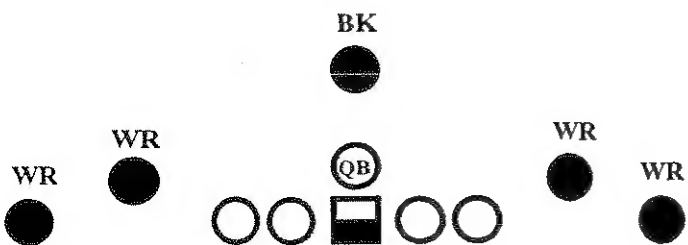
"12" (1 BACK - 2 TE'S)



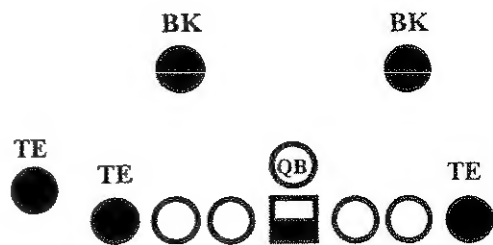
"11" (1 BACK - 1 TE)



"10" (1 BACK - 0 TE'S)



"23" (2 BACKS - 3 TE'S)



PERSONNEL IDENTIFICATION

"20" (2 BACKS - 0 TE'S)

BK



BK



WR



WR



QB

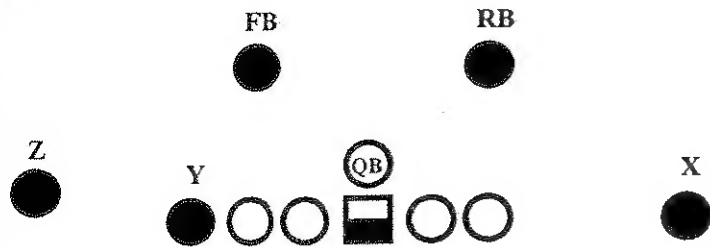


WR

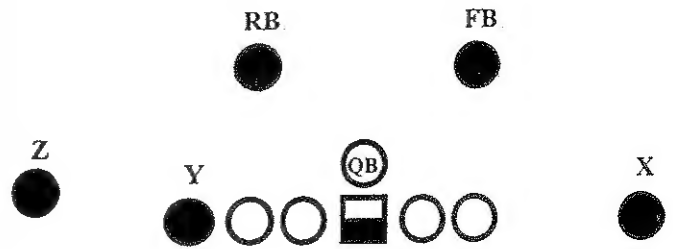


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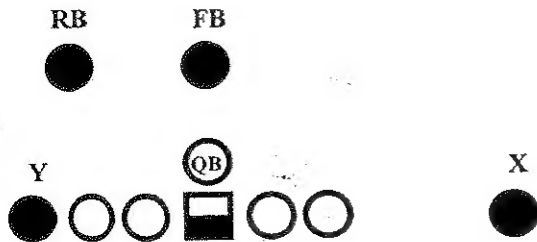
SPLIT LEFT



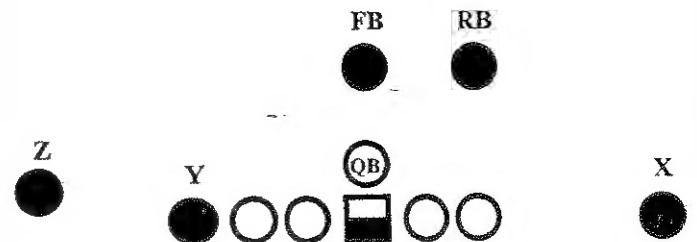
SPLIT LEFT SWITCH



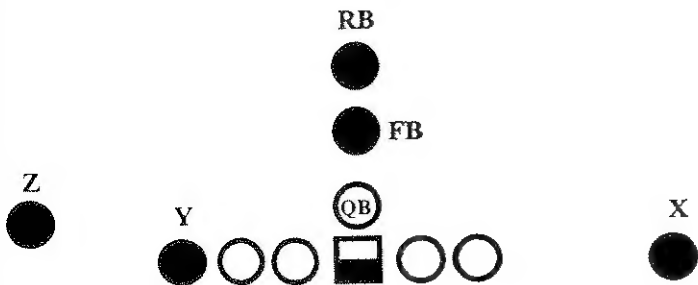
NEAR LEFT



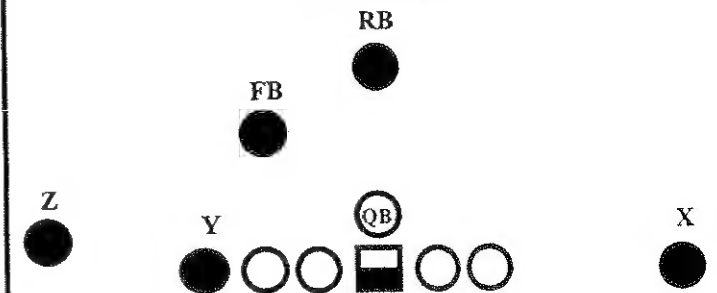
FAR LEFT



I LEFT

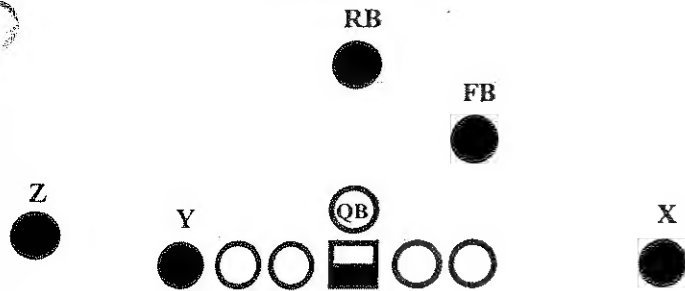


I NEAR LEFT

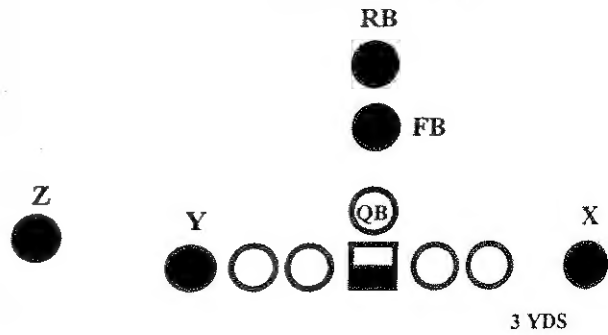


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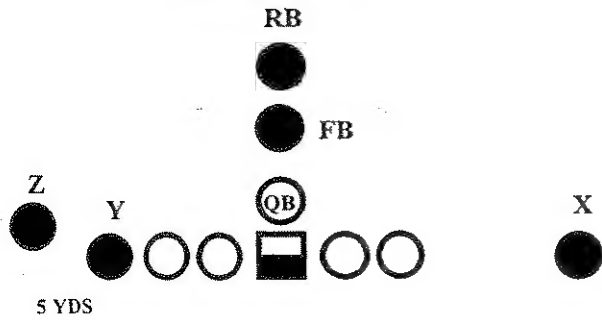
I FAR LEFT



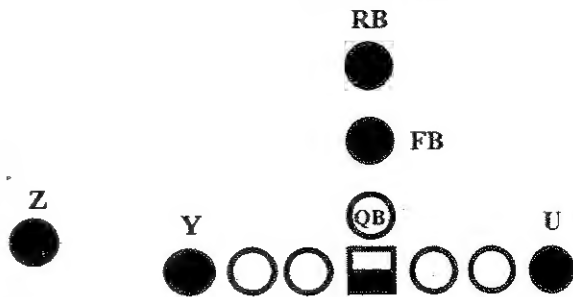
I LEFT NASTY



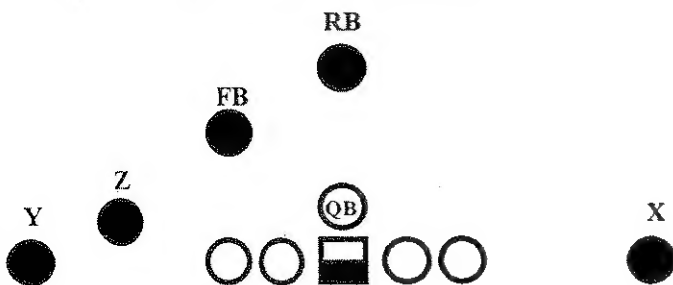
I LEFT CRACK



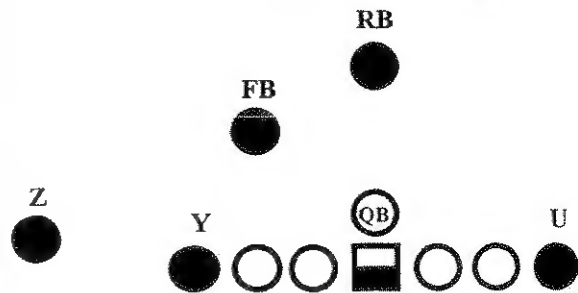
I LEFT TITE



I NEAR LEFT - Y WIDE

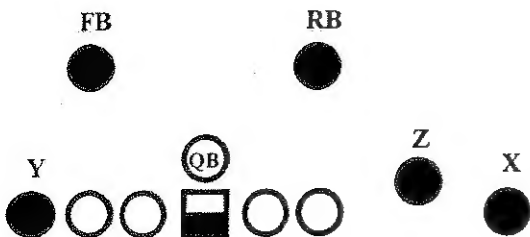


I NEAR LEFT TITE

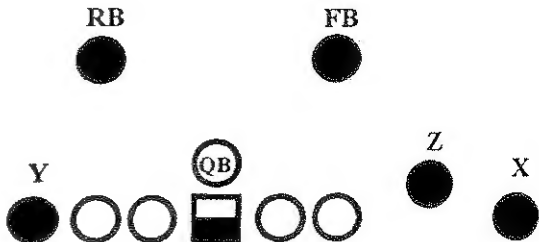


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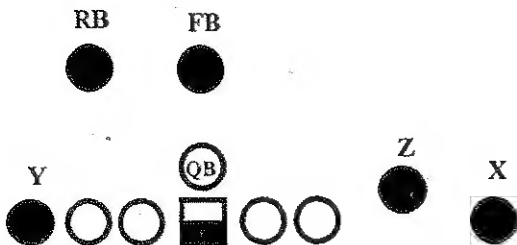
SPLIT LEFT SLOT



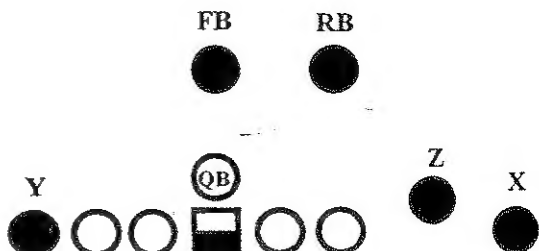
SPLIT SWITCH LEFT SLOT



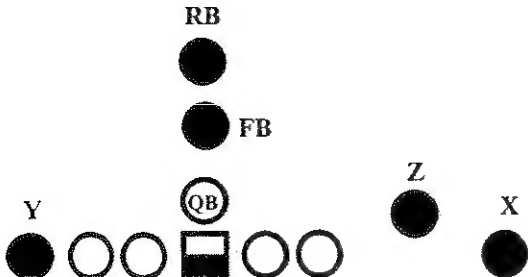
NEAR LEFT SLOT



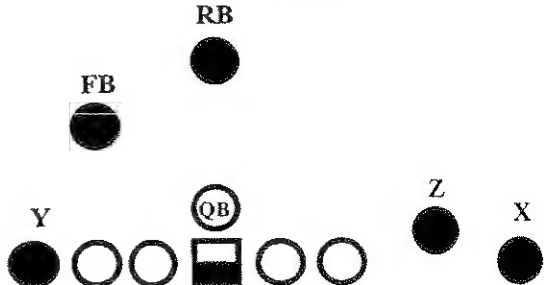
FAR LEFT SLOT



I LEFT SLOT

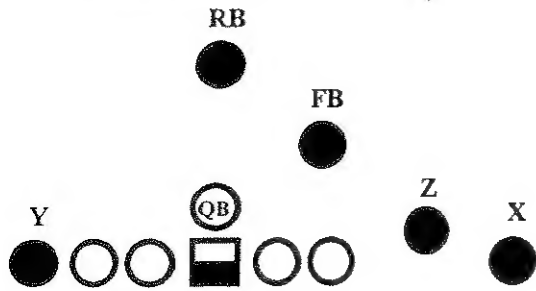


I NEAR LEFT SLOT

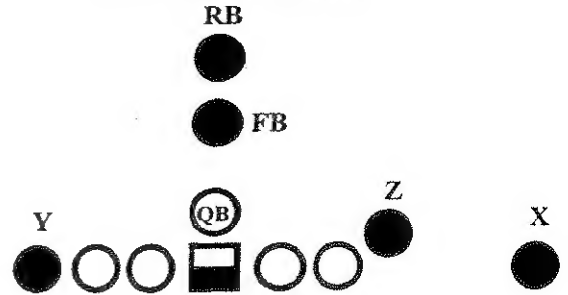


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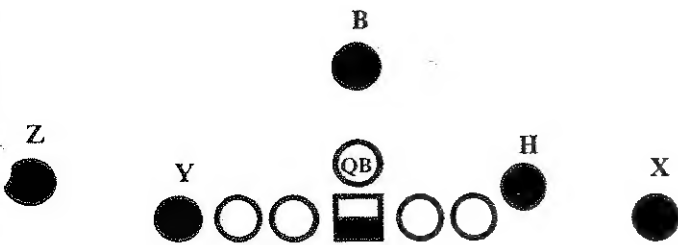
I FAR LEFT SLOT



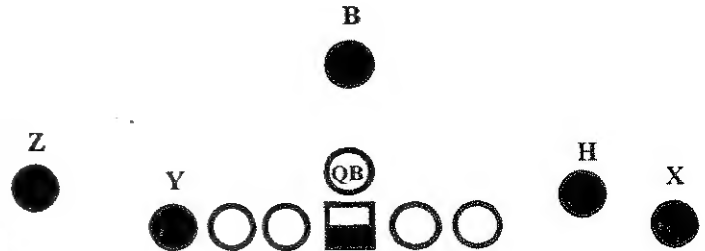
I LEFT SLOT CLOSE



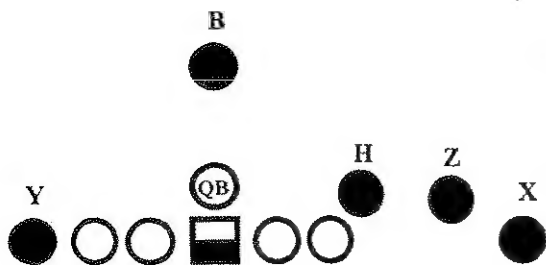
WHITE LEFT



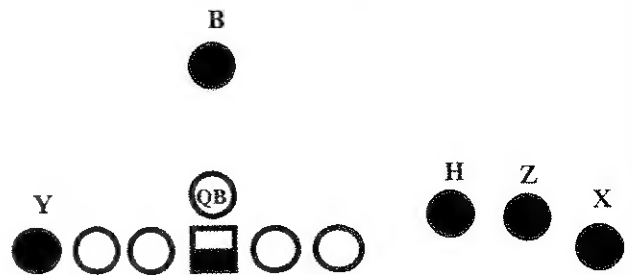
WHITE OUT LEFT



WHITE LEFT SLOT

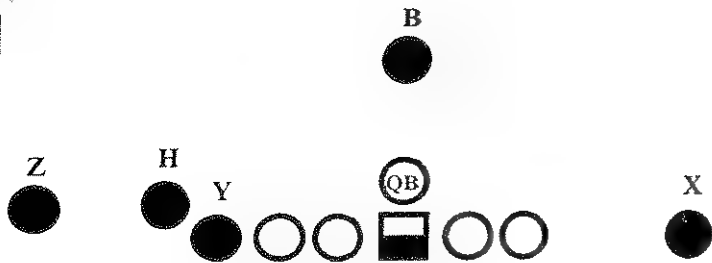


WHITE OUT LEFT SLOT

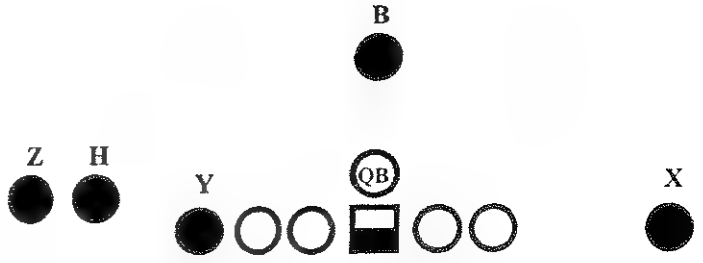


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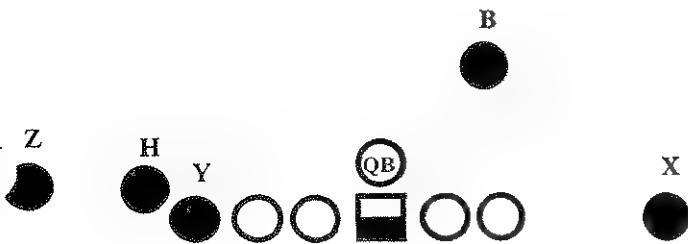
BLACK LEFT



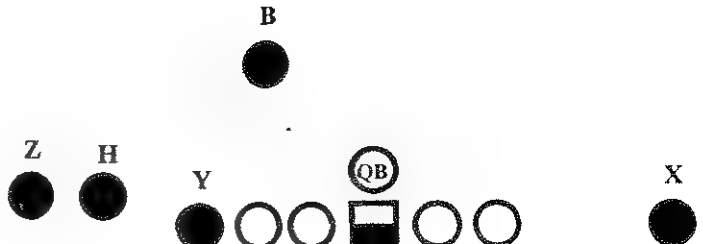
BLACK OUT LEFT



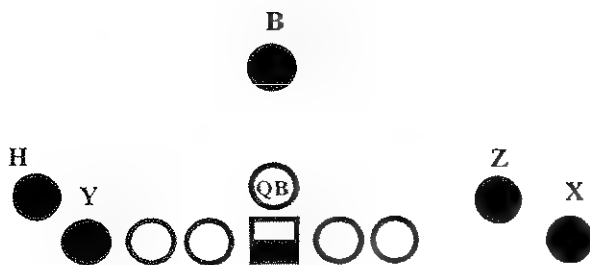
BLACK LEFT UNDER



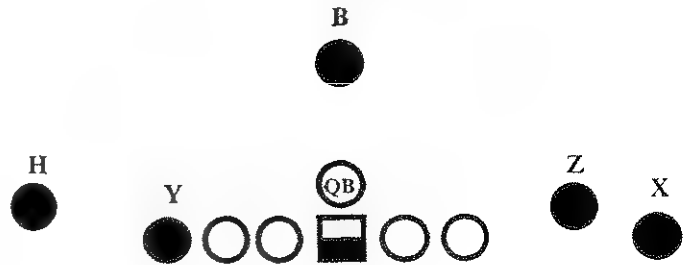
BLACK OUT LEFT OVER



BLACK LEFT SLOT

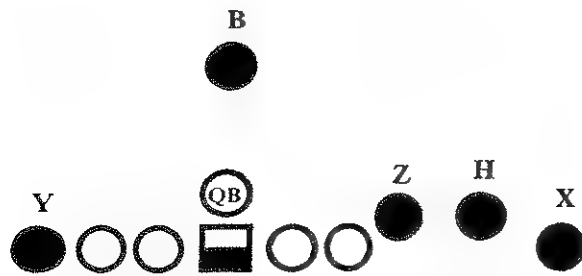


BLACK OUT LEFT SLOT

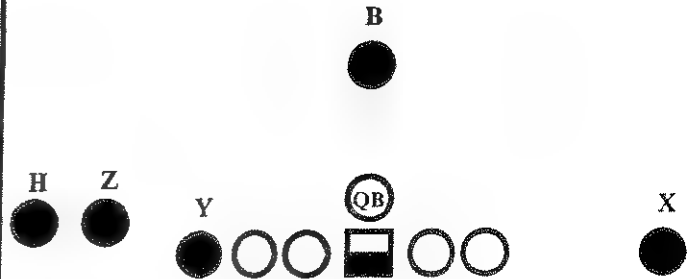


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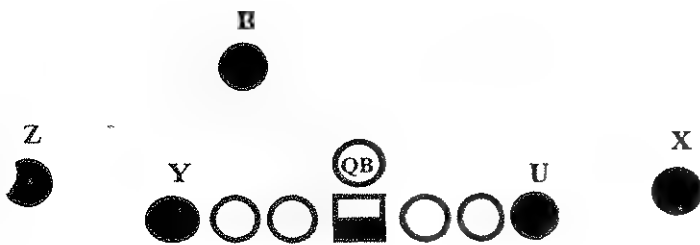
WHITE OUT LEFT SLOT CLOSE



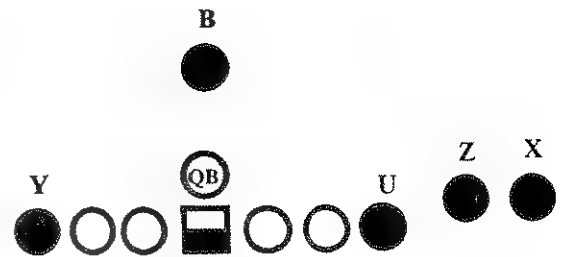
BLACK OUT WIDE LEFT



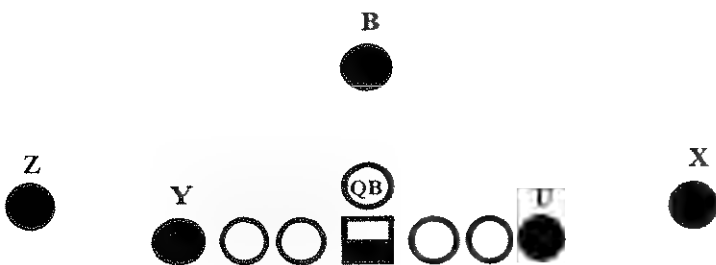
ACE LEFT OVER



ACE LEFT SLOT



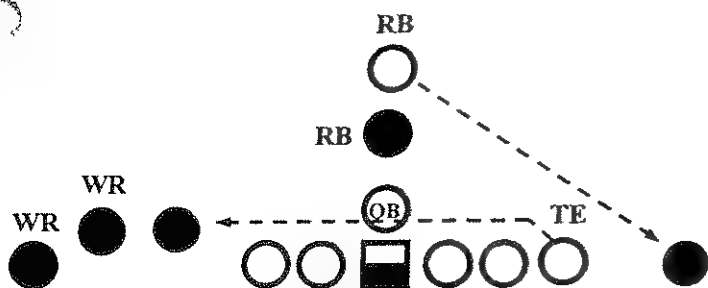
ACE LEFT



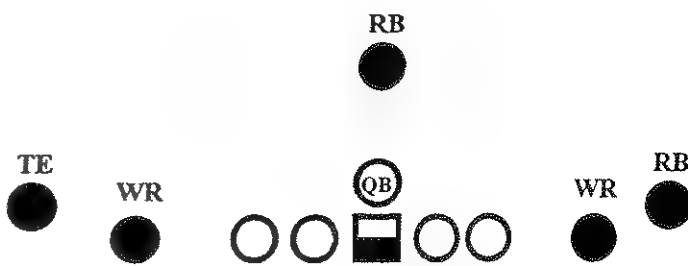
FORMATION IDENTIFICATION

CINCY RIGHT

“SHIFT”



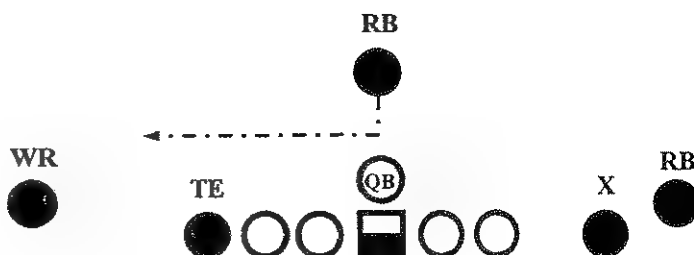
ORANGE LEFT



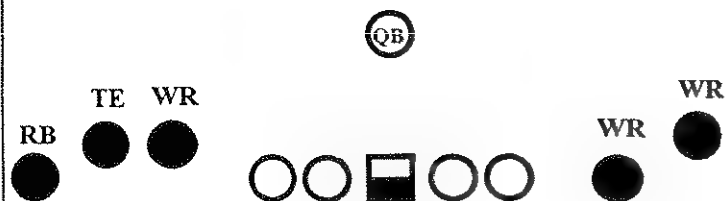
SPREAD LEFT



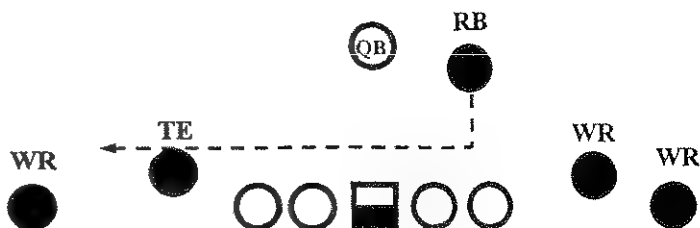
EMPTY LEFT



SPREAD LEFT GUN



EMPTY LEFT GUN

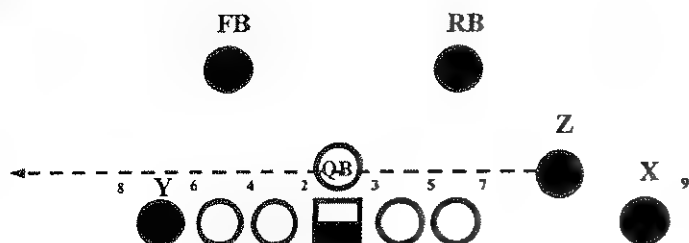


SPREADS ARE ALIGNED.
EMPTY SETS ARE CREATED

MOTION

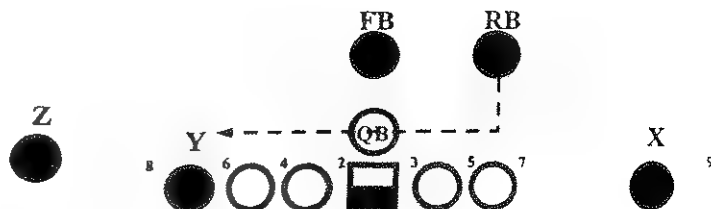
- ALL MOVEMENT IS IDENTIFIED AS IT RELATES TO THE TE
- FINAL POSITION @ SNAP WILL BE IDENTIFIED BY A NUMBER
- @ 8 OR 9 WILL BE OUTSIDE THE RECEIVER

"Z FLY" @ 8

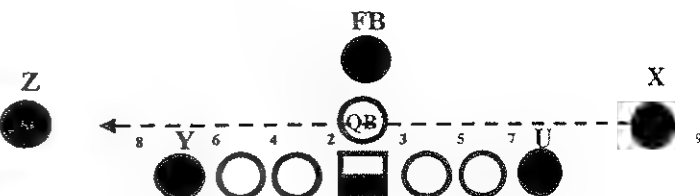


("FLY" = MOTION TOWARD TE)

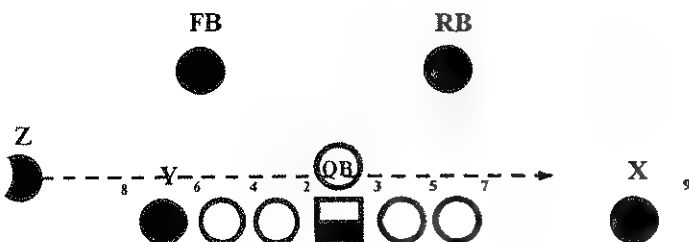
"H FLY" @ 6



"12" - "X FLY" @ 8

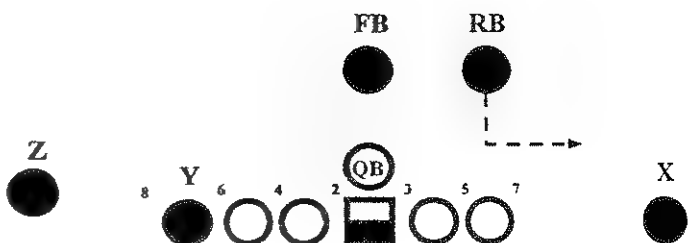


"Z DIVIDE" @ 7

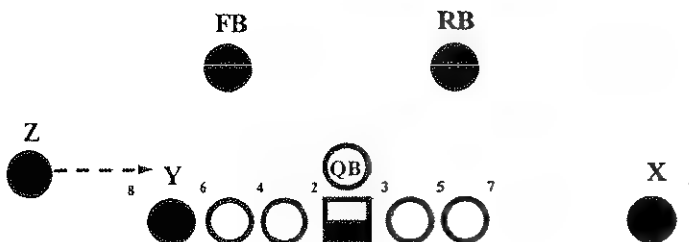


("DIVIDE" = MOTION AWAY FROM TE)

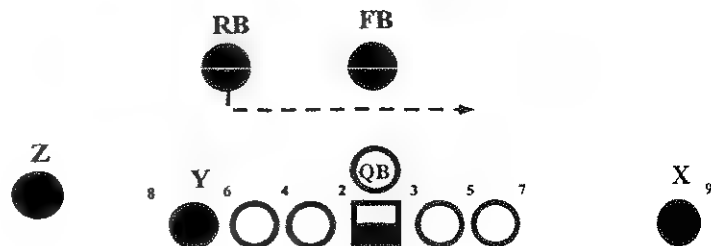
"RB DIVIDE" @ 7



"Z SHORT DIVIDE" @ 6

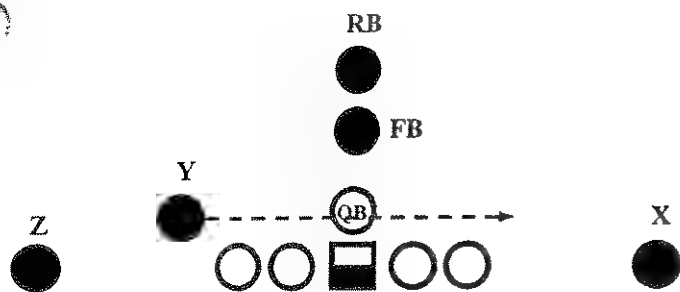


"RB SHORT DIVIDE" @ 5

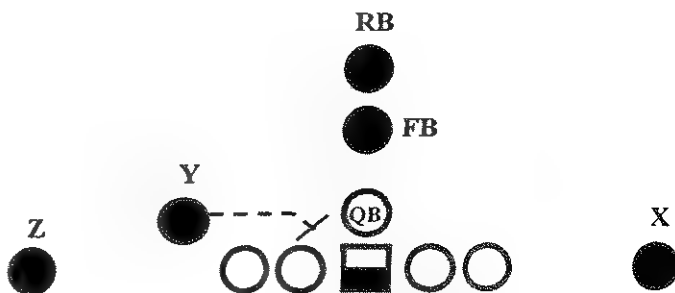


MOTION

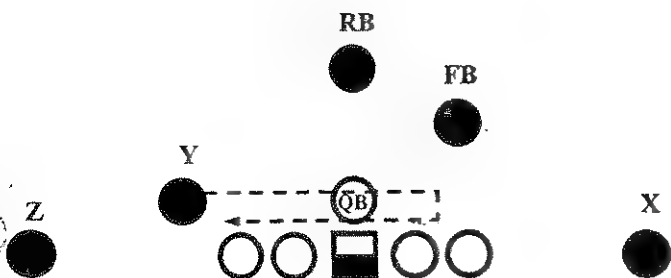
"Y DIVIDE" @ 1



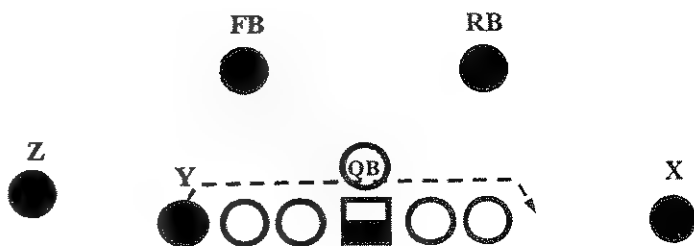
"Y SHORT DIVIDE" @ 2



"Y DIVIDE - FLY"

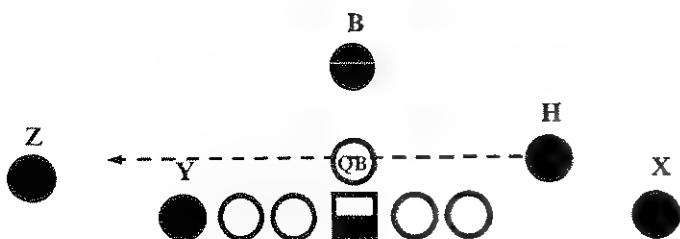


"Y SHIFT"

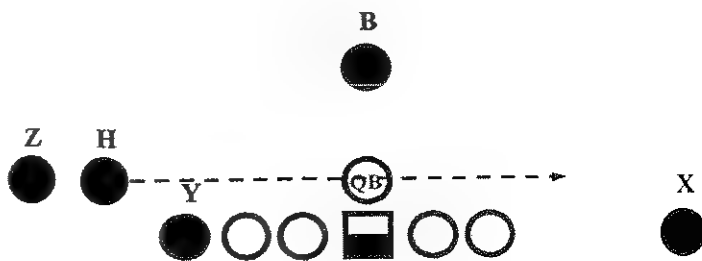


"RELOAD"

"H FLY"

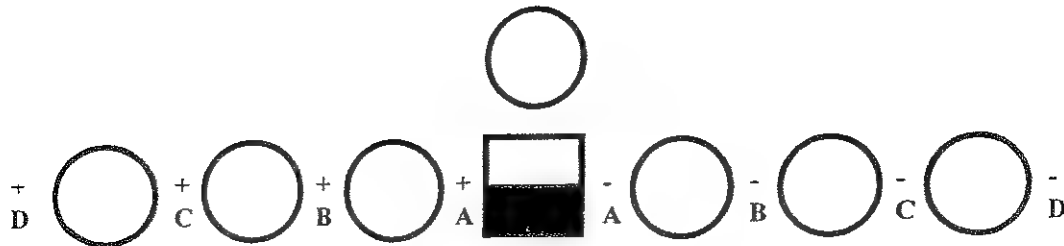


"H DIVIDE"



GAP IDENTIFICATION - ALIGNMENTS

STRONG LEFT



"A" GAP: BETWEEN CENTER AND GUARD

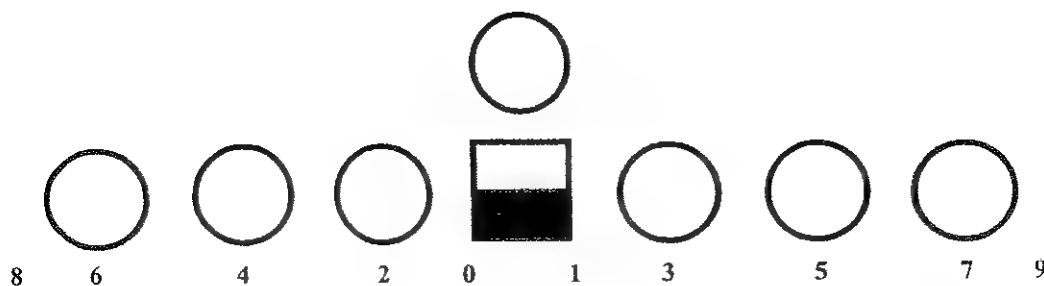
"B" GAP: BETWEEN GUARD AND TACKLE

"C" GAP: BETWEEN TACKLE AND TE

"D" GAP: OUTSIDE THE LAST OUTSIDE CORE BLOCKER
(NO "DOWN BLOCK" RESPONSIBILITY)

PLUS = GAP ON THE TE SIDE OF THE FORMATION. EX. PLUS A
MINUS = GAP ON THE OPEN SIDE OF THE FORMATION. EX. MINUS A

HOLE NUMBER IDENTIFICATION



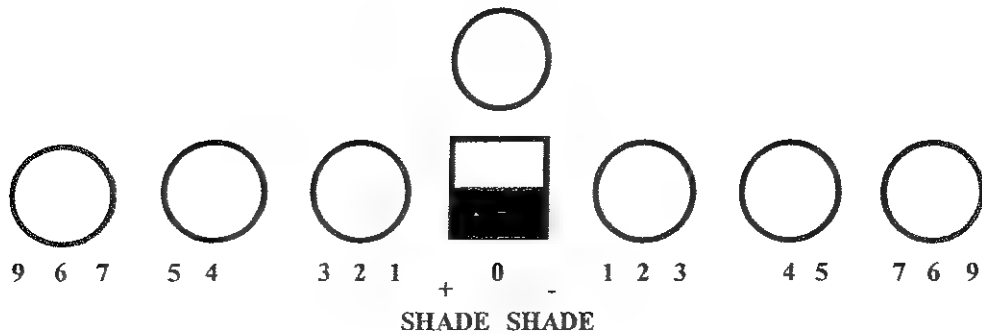
EVEN NUMBERED HOLES TO DEFENSIVE LEFT

"0" HOLE: OVER RIGHT HIP OF CENTER
"2" HOLE: OVER RIGHT GUARD
"4" HOLE: OVER RIGHT TACKLE
"6" HOLE: OVER TIGHT END
"8" HOLE: OUTSIDE TIGHT END

ODD NUMBERED HOLES TO DEFENSIVE RIGHT

"1" HOLE: OVER LEFT HIP OF CENTER
"3" HOLE: OVER LEFT GUARD
"5" HOLE: OVER LEFT TACKLE
"7" HOLE: OVER TIGHT END
"9" HOLE: OUTSIDE TIGHT END

TECHNIQUE ALIGNMENTS



1 TECHNIQUE - INSIDE ALIGNMENT ON GUARD

2 TECHNIQUE - HEAD UP ALIGNMENT ON GUARD

3 TECHNIQUE - OUTSIDE ALIGNMENT ON GUARD

4 TECHNIQUE - HEAD UP ALIGNMENT ON TACKLE

4I TECHNIQUE- INSIDE ALIGNMENT ON THE TACKLE

5 TECHNIQUE - OUTSIDE ALIGNMENT ON TACKLE

7 TECHNIQUE - INSIDE ALIGNMENT ON TE

6 TECHNIQUE - HEAD UP ALIGNMENT ON TE

9 TECHNIQUE - OUTSIDE ALIGNMENT ON TE

0 TECHNIQUE - HEAD UP ALIGNMENT ON THE CENTER

SHADE TECH - PLUS OR MINUS ALIGNMENT ON THE CENTER

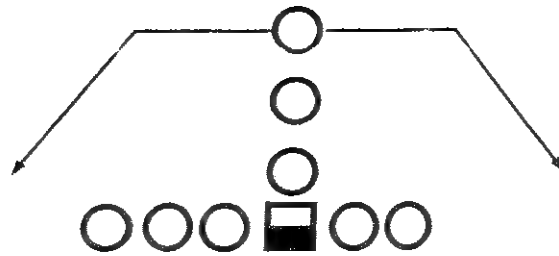
"2" BACK - TB

BACK IDENTIFICATION

"3" BACK - FB

"2" BACK

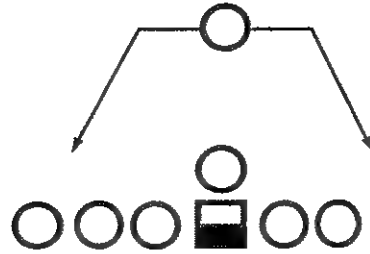
28 TOSS
29 TOSS



THE TAILBACK IN A 2 BACK SET

"1" BACK

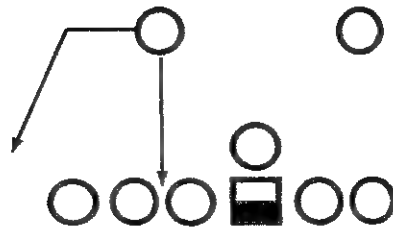
16 ZONE
17 ZONE



THE TAILBACK IN A ONE BACK SET

"3" BACK

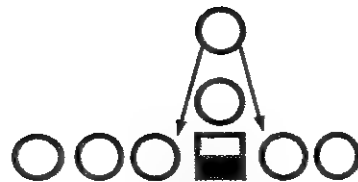
34 DIVE
38 TOSS



THE FULLBACK IN A 2 BACK SET

"4" BACK

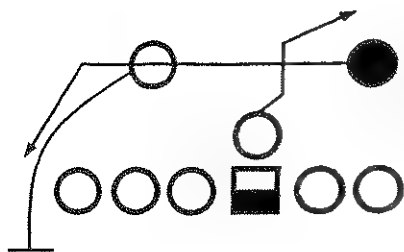
42 DIVE
43 DIVE



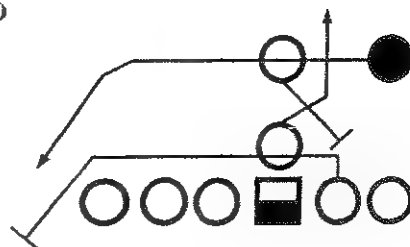
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BACKFIELD ACTIONS (2 BACK FORMATIONS)

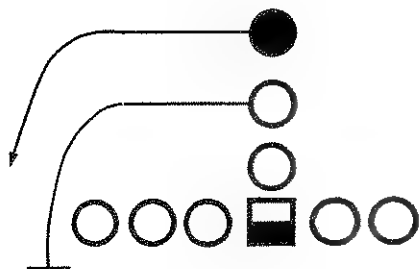
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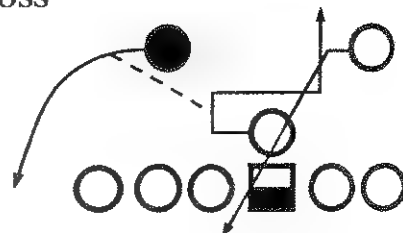
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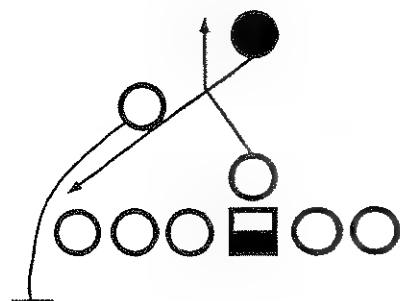
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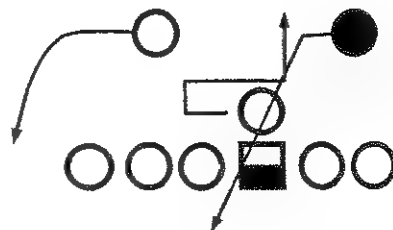
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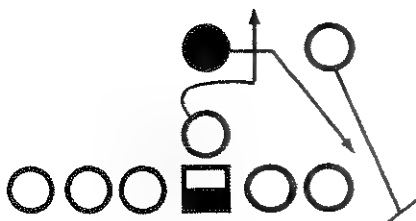
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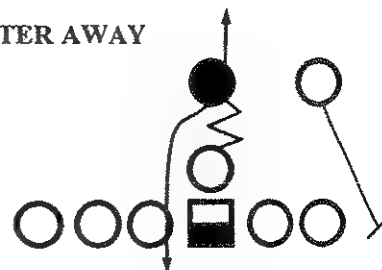
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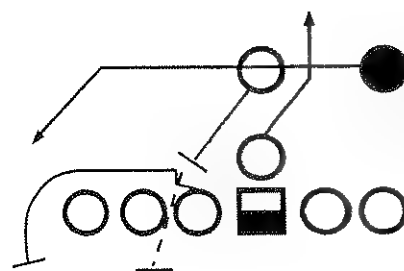
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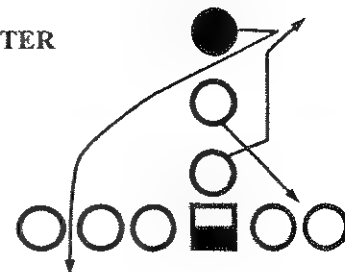
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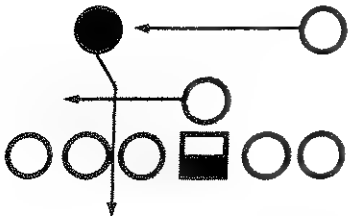
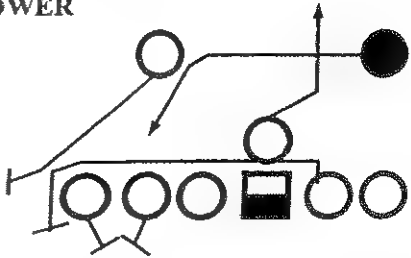
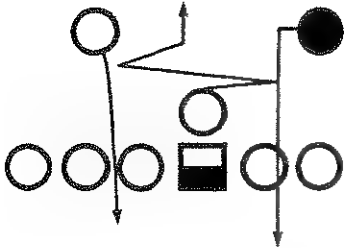
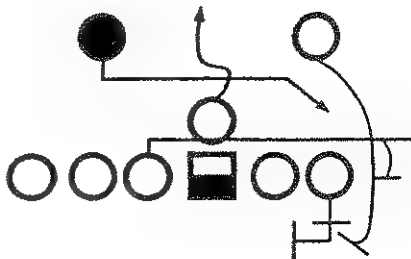
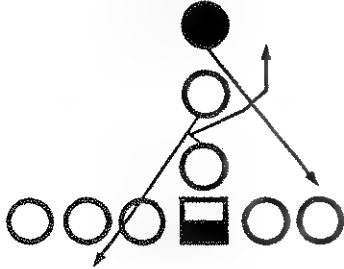
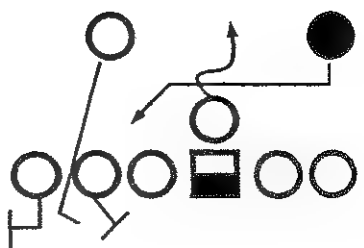
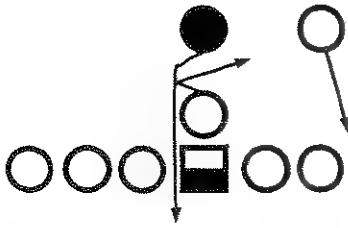
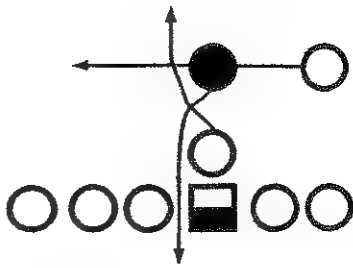
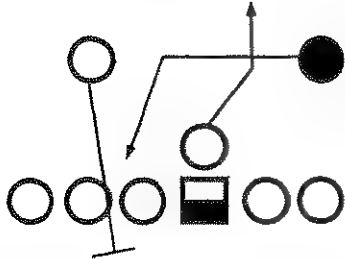
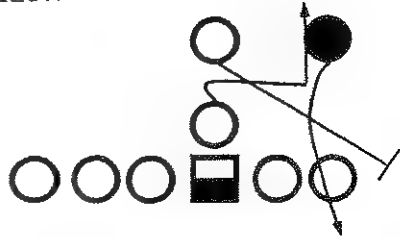
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26 COUNTER

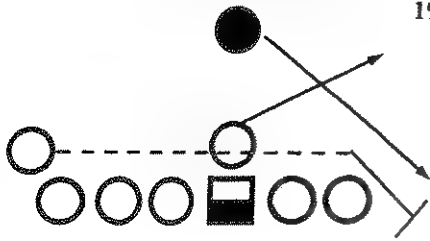


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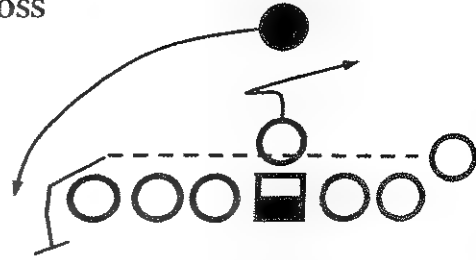
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<p>25 COUNTER DIVE</p> 	<p>37 BEM</p> 
<p>25 AWAY</p> 	<p>26 BEM</p> 
<p>30 AWAY</p> 	<p>30 DIVE</p> 
<p>24 ISO</p> 	<p>25 LAG DRAW</p> 

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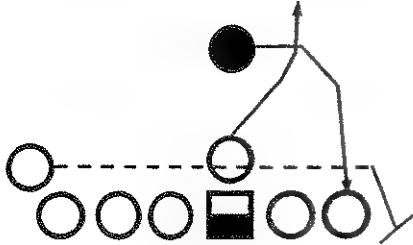
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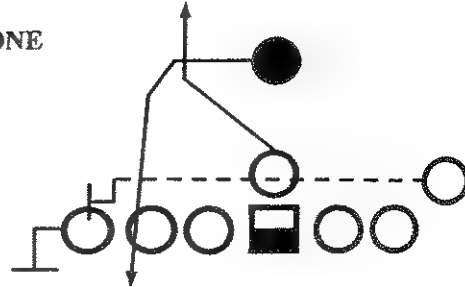
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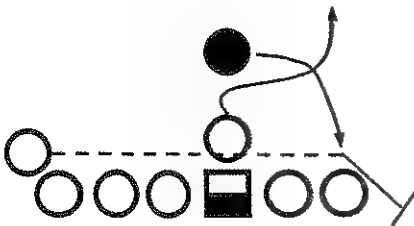
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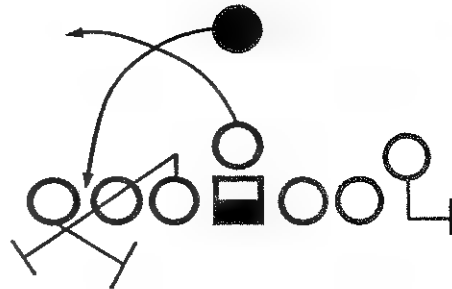
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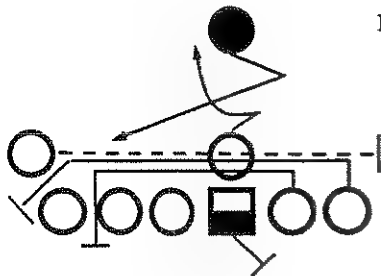
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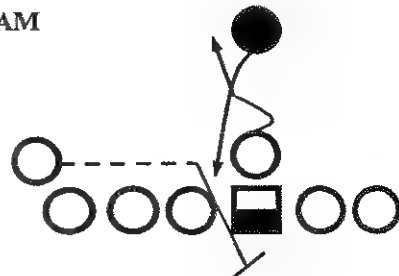
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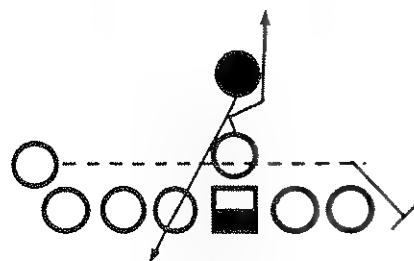
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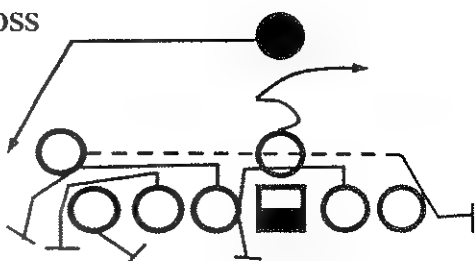
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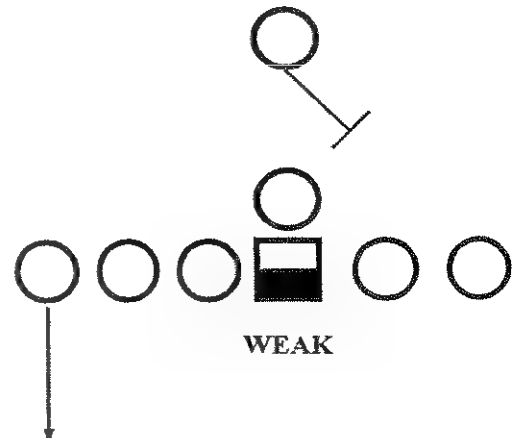
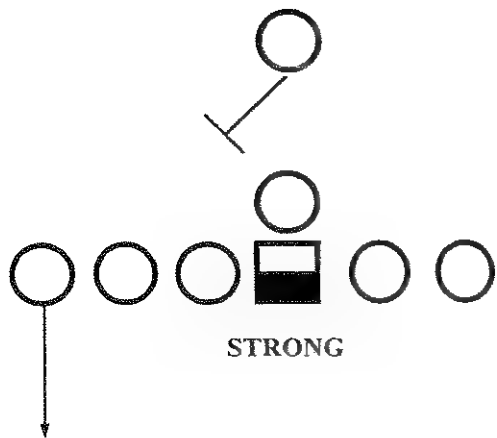
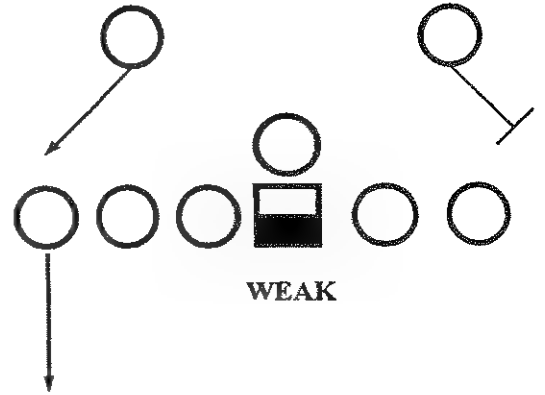
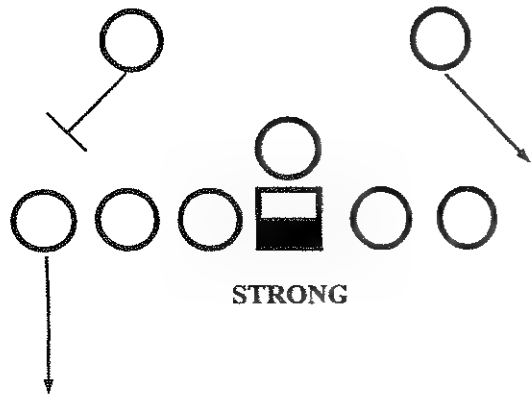
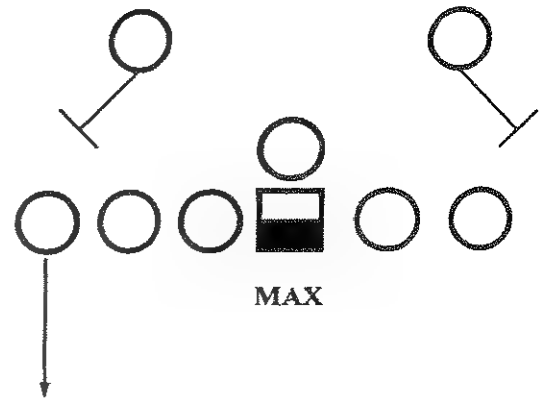
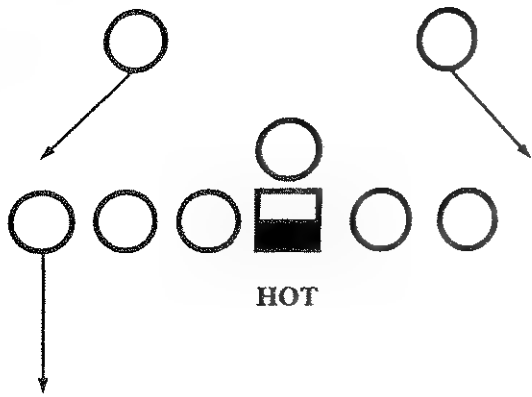
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48 TOSS

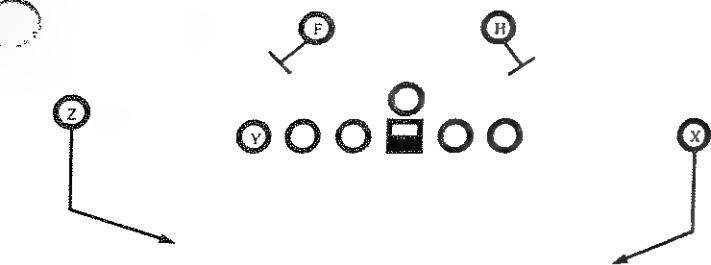


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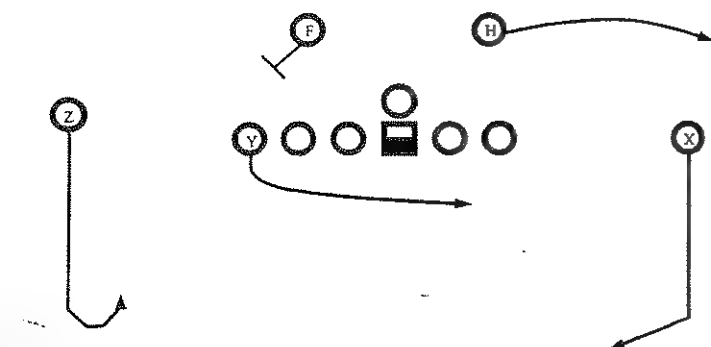
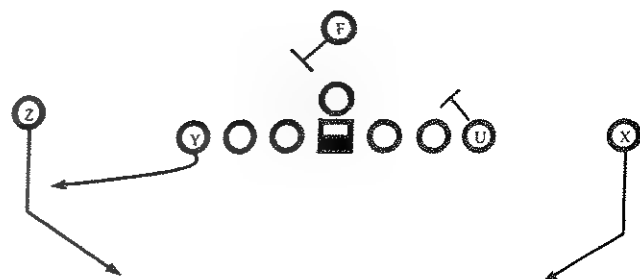


QB DROP
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 5 STEP = 5
 7 STEP = 7

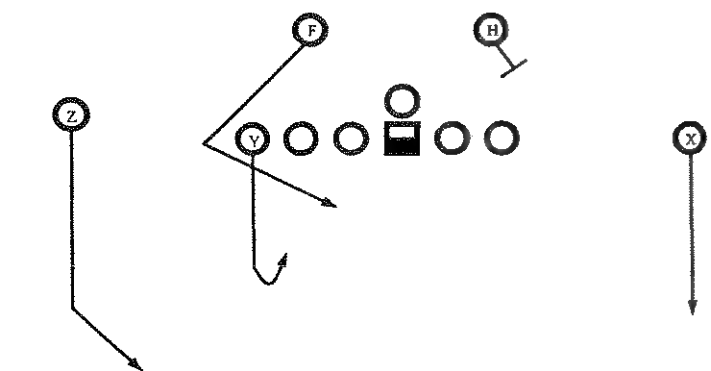
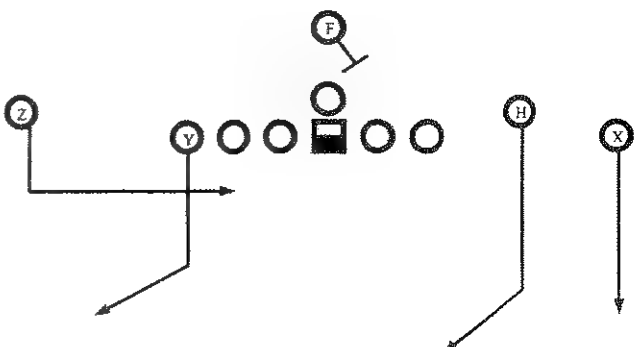
FLARE CONTROLS AND PASS ACTIONS



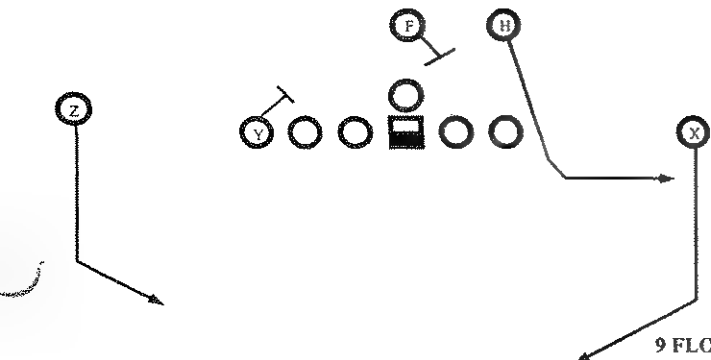
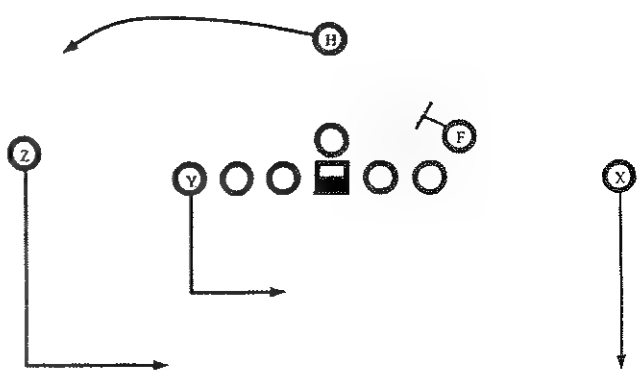
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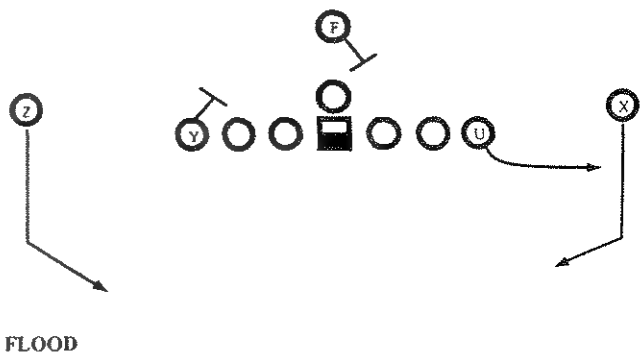
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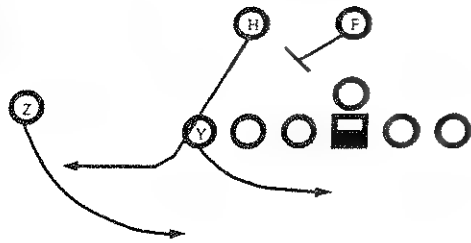
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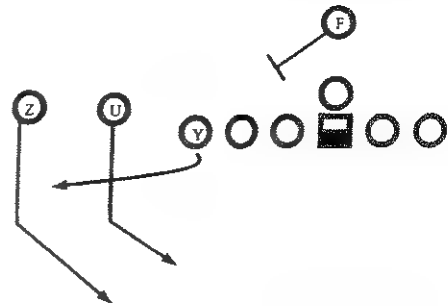
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QB DROP
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 5 STEP = 5
 7 STEP = 7

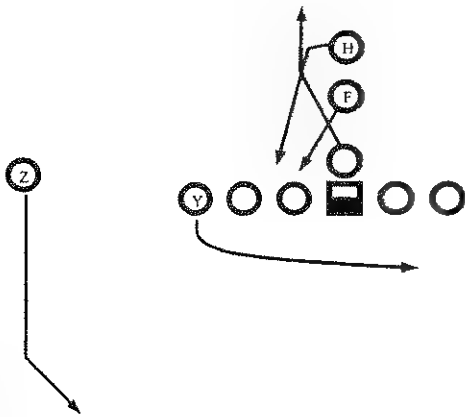
FLARE CONTROLS AND PASS ACTIONS



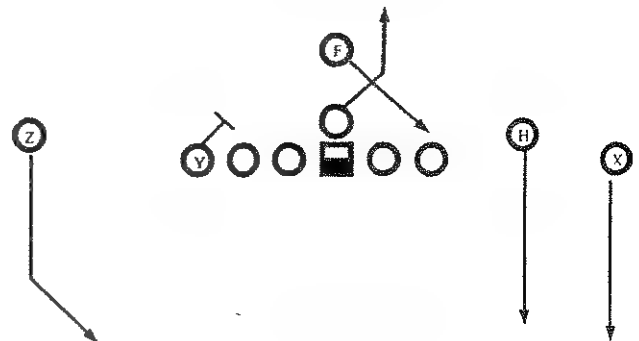
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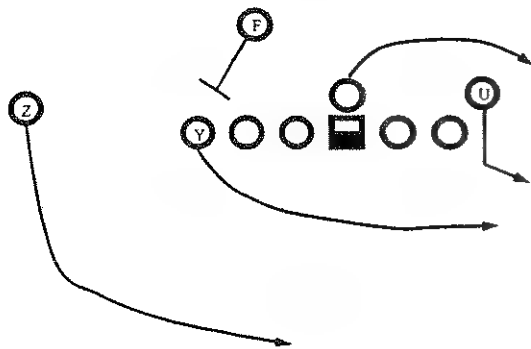
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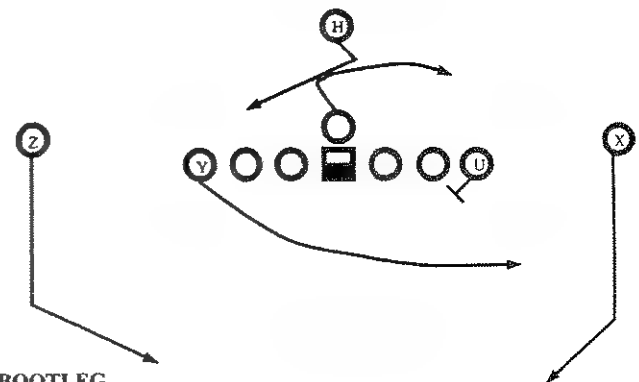
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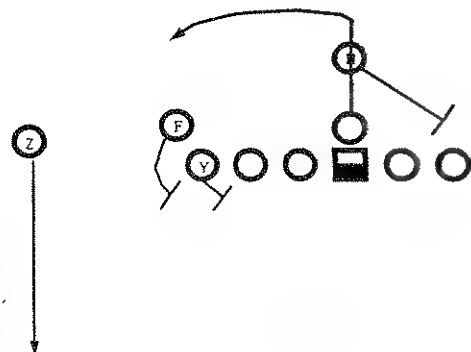
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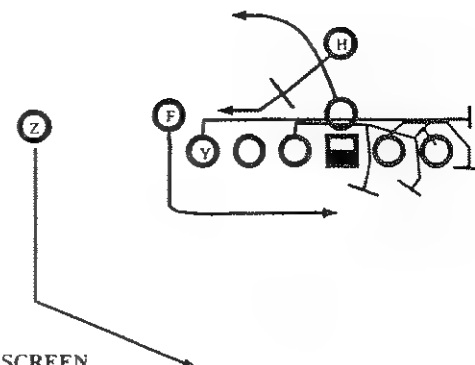
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BOOTLEG

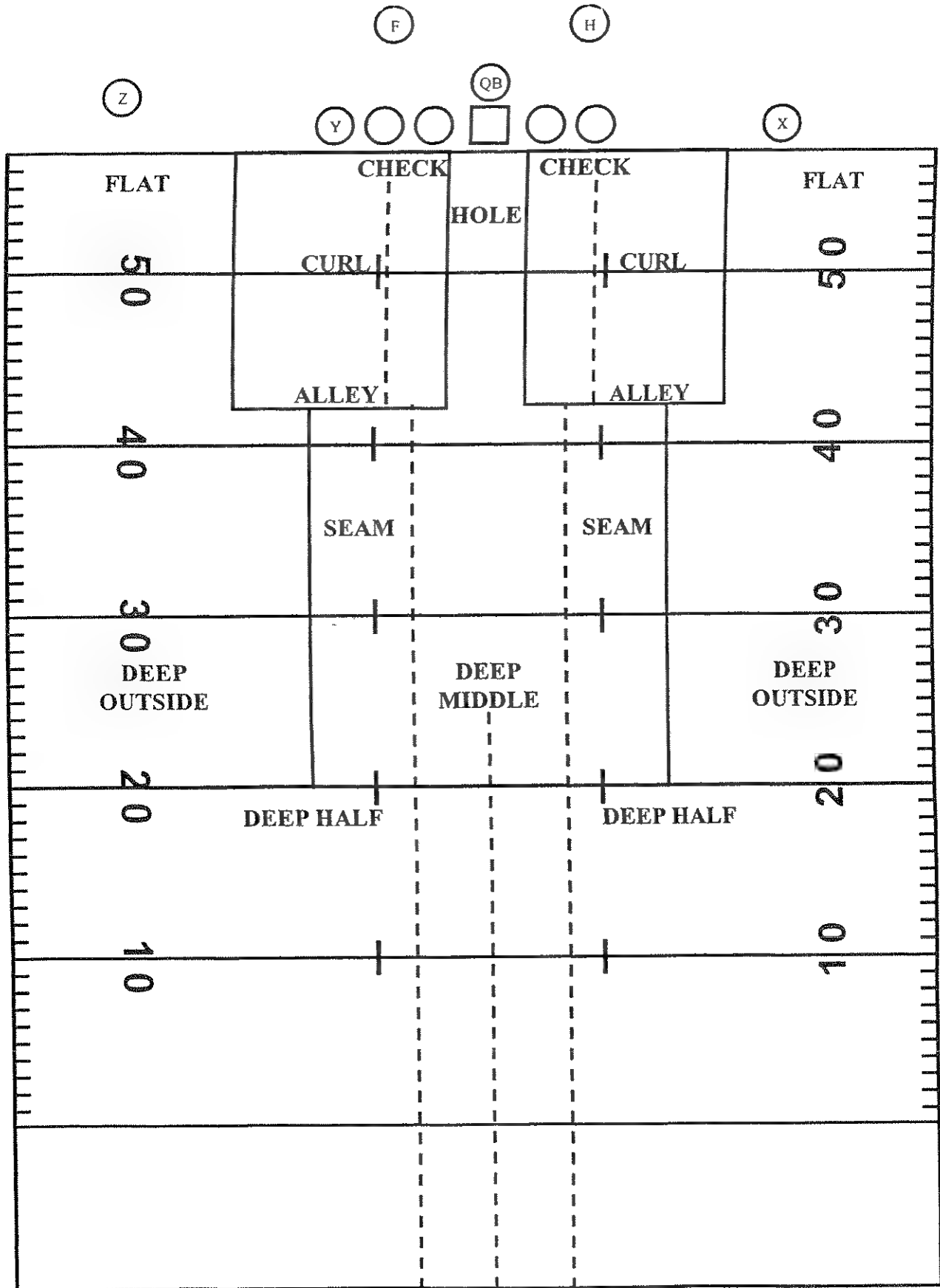


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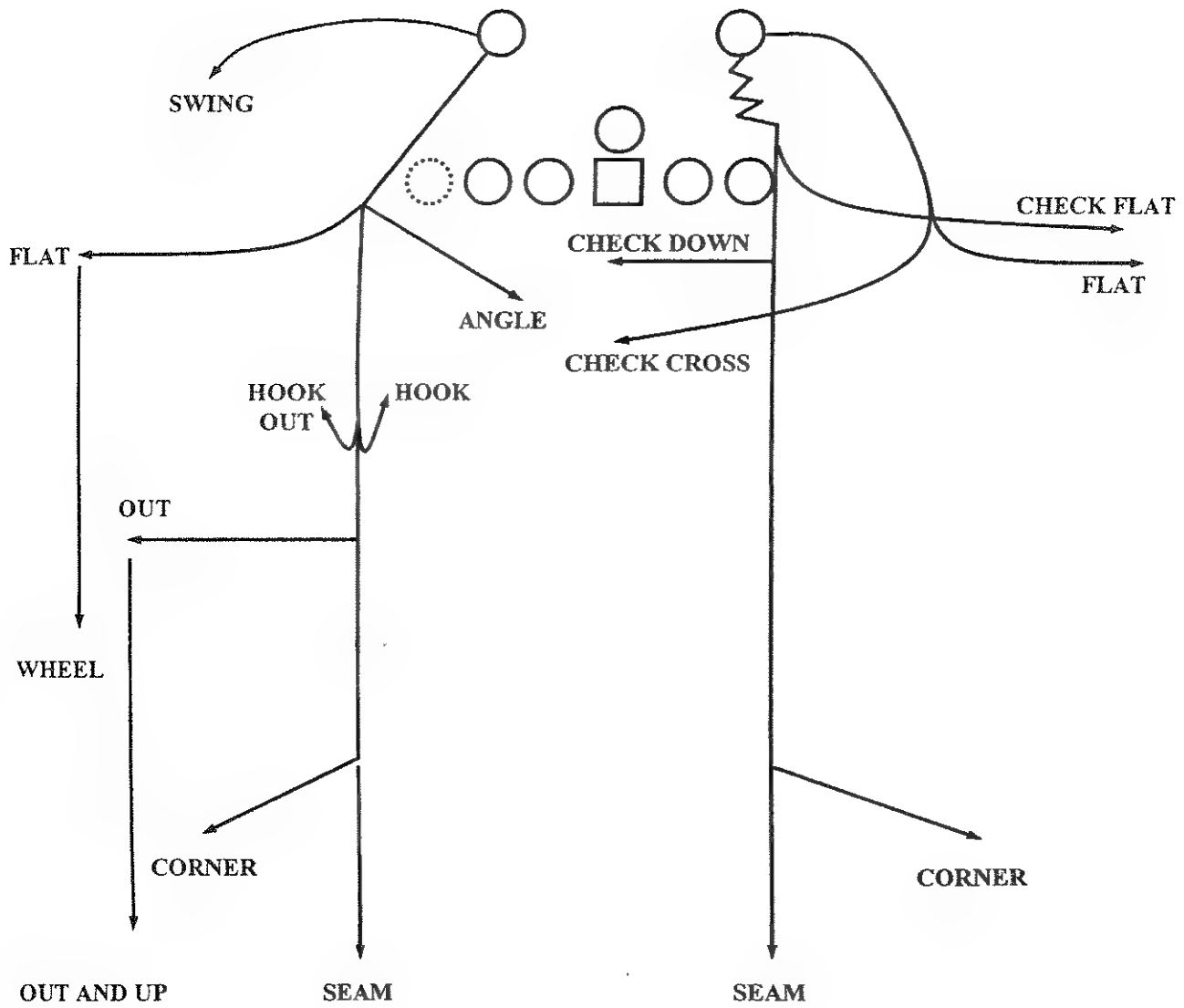


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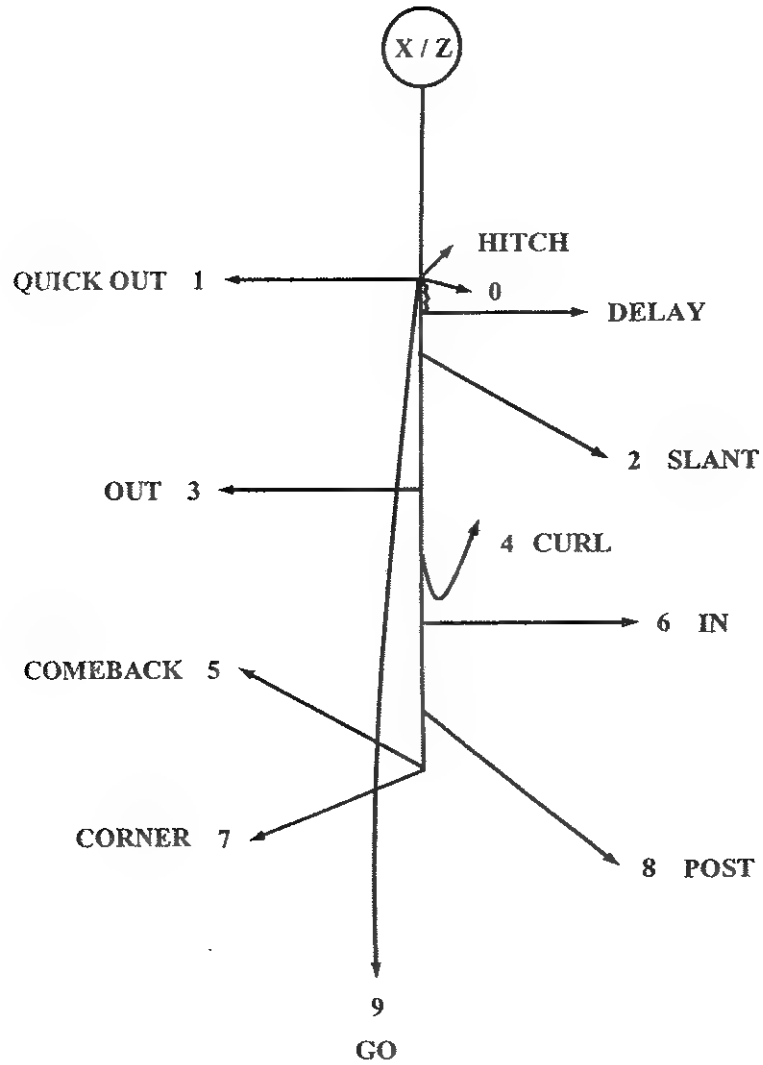
PASS DEFENSE ZONES



BACK ROUTE TREE



X AND Z ROUTES



FORMATION OF HUDDLE

1. THE NOSE TACKLE WILL FORM HUDDLE.
2. CHOIR HUDDLE.
3. MO OR MIKE IS DEFENSIVE SIGNAL CALLER. ALL OTHERS WILL LISTEN.
4. KEEP YOUR HEAD UP AND WATCH MO OR MIKE'S LIPS. SEE WHAT YOU HEAR.
5. GET IN AND OUT OF THE HUDDLE AS FAST AS POSSIBLE. THIS IS NECESSARY TO GET DEFENSIVE CALL FROM BENCH. GET OUT QUICKLY TO GET NECESSARY ADJUSTMENTS AND ADDITIONAL CALLS.
6. DO NOT LEAN ON THE OTHER MEN. FRONT ROW - PLACE HANDS ON KNEES.
7. CLAP HANDS ON BREAK FROM MO OR MIKE IN UNISON.

C.P. DEFENSIVE PLAY STARTS IN THE HUDDLE. IF YOU DO NOT HAVE A DISCIPLINED HUDDLE, YOU WILL NOT HAVE A DISCIPLINED TEAM.

L.O.S. _____ L.O.S.

**M
S L E N R E W
L C F S M O S S R C**

CALLING OF DEFENSIVE SIGNALS

1. DEFENSIVE SIGNALS ARE DIVIDED INTO TWO SEPARATE PARTS:
 - A. FIRST PART GIVES THE BASIC ALIGNMENT AND RESPONSIBILITIES FOR THE LINEMEN AND LINEBACKERS
 - (1) EXAMPLE: WILL BULLETS
 - B. SECOND PART GIVES PASS COVERAGE TO THE LINEBACKERS AND SECONDARY
 - (1) EXAMPLE: A) WILL BULLETS B) COVER - 2
2. IF THE TERM "AUDIBLE" IS CALLED IN THE HUDDLE, WE WILL CALL THE DEFENSE WHEN THE OFFENSIVE FORMATION IS SET.

BASIC DEFENSIVE TERMINOLOGY

ALLEY DROP-	CURL TO FLAT DROP (WITH ZORROS).
ARMY-	CALL TO ALERT RUN.
BACKER-	LINEBACKER RESPONSIBLE FOR FORCING END RUN.
BAIL TECHNIQUE-	ALWAYS FROM A BUMP ALIGNMENT – CORNER PIVOTS ON OUTSIDE FOOT AND GAINS DEPTH IMMEDIATELY.
BAM-	CALL IN M/M COVERAGE BY ILB TO OUTSIDE LB'ER TO HIT RECEIVER.
BANJO-	THREE ON TWO.
BASS-	TECHNIQUE USED BY SAFETY AND LB'ER IN M/M (2 ON 2).
BAY-	A LB'ERS PASS DROP AWAY FROM SLOT.
BLAST-	END INSIDE, MIKE OR MO RUSH OUTSIDE END.
BOOTLEG "BOOT"-	DESCRIBES A PLAY ACTION PASS IN OPPOSITE DIRECTION OF FLOW WITH QB ATTACKING PERIMETER.
BOSS - BOW-	AN ADJUSTMENT BY THE DEFENSE DICTATED BY OFFENSIVE FORMATION.
BRACKET-	2 ON 1 – A DOUBLE TECHNIQUE WHEN OUTSIDE MAN "JUMPS" OUTSIDE ROUTES AND INSIDE MAN "JUMPS" INSIDE ROUTES WITH THE OTHER MAN PROTECTING OVER THE TOP.
BRADY-	CLUSTER CALL IN MAN TO MAN COVERAGE.

(Basic Defensive Terminology – Cont'd)

BULLETS-	SAM OR WILL AND DEFENSIVE END RUSH INSIDE GAP.
BUNCH-	CLUSTER CALL IN ZONE COVERAGE.
BUSTER-	COVERAGE TERM FOR CURL DEFENDER TO BE RESPONSIBLE FOR 2 OR 3 TO THE FLAT.
BUZZ-	DESCRIBES TECHNIQUE USED BY OUTSIDE LB'ER WHEN GOING TO THE FLAT (EXCHANGE RESPONSIBILITY WITH SAFETY).
CHARLIE-	CLOUD TRAP.
CHASE -	DEFENDER RESPONSIBLE FOR CUTBACK, BOOTLEG, AND REVERSE.
CLAMP-	TECHNIQUE IN COVER 2 USED BY CORNER ON SLOT.
CLOSED SIDE-	BACKSIDE OF SLOT.
CLUE-	USED IN COVER 2 WHERE DEFENDERS READ PATTERN TO DETERMINE COVERAGE RESPONSIBILITY. CORNERS HAVE FLAT RESPONSIBILITY.
CLUSTER-	3 RECEIVERS IN CLOSE PROXIMITY
COBRA-	CALL TO RUSH CORNER.
COP CALL-	TELLS 3 TECHNIQUE TO CONTAIN ON PASS.
CROSS-	OPEN SIDE STUNT TECHNIQUE FOR END & OLB; OLB ATTACKS HIP OF TACKLE (1ST); END COMES AROUND (2ND), AFTER FAKE INSIDE.
DELTA-	CALL TO ALERT PASS.

(Basic Defensive Terminology – Cont'd)

DROPKICK-	CORNER TAKES POST, SAFETY TAKES CROSSER.
EAGLE-	DEFENSIVE LINE STUNT BETWEEN END AND TACKLE WHERE END GOES 1 ST .
EASY CALL-	CALL MADE BY DB TO TELL END TO CONTAIN UPFIELD.
EXIT-	TECHNIQUE FOR END AND OLB; END IS UPFIELD 1 ST (C GAP), LB'ER UNDERNEATH 2 ND (B GAP).
FIRE-	4 RECEIVERS TO THE STRONG SIDE (PASS STRENGTH).
FIST-	DEFENDER HAS MAN TO MAN ENGAGE INSIDE (TRAIL TECHNIQUE) SAFETY HELP DEEP.
FLOOD-	3 RECEIVERS TO THE WEAK SIDE (AWAY FROM PASS STRENGTH).
FLOW-	3 RECEIVERS TO BACKSIDE OF SLOT.
FOLD-	OUTSIDE LB'ER TAKES CUTBACK RESPONSIBILITY ON RUN AWAY.
GREEN DOG-	AGGRESSIVE MAN TO MAN COVERAGE ON MAN IN BACKFIELD.
HOLLYWOOD-	FAKE COVERAGE OR ALIGNMENT.
INDIAN-	RESPONSIBILITY CALL BETWEEN 2 LB'ERS; OUTSIDE LB'ER (C GAP); INSIDE LB'ER (D GAP).
IOWA-	2 LB'ERS ON 2 RECEIVERS.
JACK-	FORCE MAN ON TIGHT END SIDE ON BEAR FRONT.

(Basic Defensive Terminology – Cont'd)

JET-	LINEMAN RUSH UPFIELD. EXPECT A PASS!
LOCK-	IN MAN COVERAGE A TERM DESIGNATING WHO YOU ARE RESPONSIBLE FOR IN COVERAGE. WEAKSIDE ADJ. COV. 2/4.
LOOP-	STUNT WITH MIKE OR MO. LB'ER 1ST, END LOOPING BEHIND 2ND.
MIKE-	INSIDE LB'ER ON TIGHT END SIDE (STRONG SIDE).
MO-	INSIDE LB'ER ON OPEN SIDE (WEAK SIDE).
MOLE-	CALL IN ROVER TO PUT MIKE LB'ER IN HOLE AND SAFETY TAKES MIKE'S COVERAGE.
MUG-	CALL FOR INSIDE LB'ER TO WALK UP ON L.O.S.
OUTLAW-	RESPONSIBILITY CALL BETWEEN 2 LB'ERS; OUTSIDE LB'ER (D-GAP) – INSIDE LB'ER (C GAP).
PEEL-	A TECHNIQUE USED BY AN OUTSIDE RUSHER WHEN BLITZING.
PIN CALL-	CALL MADE TO TELL DEFENSIVE END TO BULL RUSH.
PLAYSIDE-	SIDE OF THE BALL.
RELOAD-	CALL THAT TELLS DEFENSE TO RE-SET STRENGTH.
RE-ROUTE-	CHANGE THE DIRECTION OF A RECEIVER. DO NOT ALLOW HIM TO GET DOWNFIELD CLEAN.
REX/LEE-	DESIGNATION OF ¼ SIDE IN COVER 4 OR COVER 8 (PASS STRENGTH).

(Basic Defensive Terminology – Cont'd)

RICOCHET-	MAN TO MAN TECHNIQUE USED WHEN YOUR RECEIVER BLOCKS ON RUSHER; YOU SWITCH RESPONSIBILITY
RIP/LIZ-	A CALL BY THE LB'ER TO THE LINEMEN TELLING THE LINEMEN WHICH DIRECTION TO STUNT.
ROGER/LUCKY-	DESIGNATION WHICH SIDE WE ARE TO ROTATE IN A 3 DEEP ZONE.
RUN UNDER-	TECHNIQUE USED USUALLY IN COVER 2 AFTER INITIAL JAM AND KEY OF #2 IS GONE – DEFENDER BETWEEN RECEIVER AND QUARTERBACK – YOU HAVE HELP DEEP.
RUN WITH-	TECHNIQUE USED USUALLY BY LB – RESPONSIBILITY IS TO STAY WITH A RECEIVER IN ZONE DEFENSE, USUALLY DEEP (EX: MIKE "RUN WITH" TE POST ROUTE ON COVER 2).
SAM-	OUTSIDE LB'ER ON TIGHT END (STRONG SIDE).
SCISSORS-	TE SIDE STUNT TECHNIQUE FOR END AND OLB; OLB ATTACKS HIP OF TACKLE (1ST) END COMES AROUND AFTER FAKE INSIDE (2ND).
SHADE-	SLIGHT VARIANCE IN ALIGNMENT BY NOSE ON EITHER SIDE OF CENTER.
SKY-	SAFETY RESPONSIBLE FOR FORCING END RUN.
SLICE-	START INSIDE MAN TECH. AND WORK TO OUTSIDE SHOULDER TECH. SAFETY HELP INSIDE.

(Basic Defensive Terminology – Cont'd)

SMACK CALL-	USED IN M/M COVERAGE VS. ZSD OR Z FLY. SAFETY TAKES CORNER'S COVERAGE. CORNER CAN NOW PLAY OUTSIDE RUN BETTER.
SOLO (SPAIN,FRANCE)-	MAN TO MAN COVERAGE TERM USED VS. ONE BACK SETS A SAFETY WILL BE RESPONSIBLE TO CALL SIDE. LB'ERS RESPONSIBLE FOR THE REMAINING BACK AND RECEIVER.
SPEED TURN-	(QUICK TURN) THE MOST EFFICIENT WAY TO POSITION A DEFENDER BETWEEN QUARTERBACK AND RECEIVER BASED ON ROUTE.
SPIKE-	CALL FOR 3 TECHNIQUE TO PENETRATE THE A GAP.
SPY-	DEFENDER IS RESPONSIBLE <u>ONLY</u> FOR DESIGNATED OFFENSIVE PLAYER (GAME PLAN).
SWITCH-	OLB AND SAFETY EXCHANGE RESPONSIBILITIES IN MAN COVERAGE.
T-	ALERT FOR DEFENSIVE END TO PLAY TONTO.
TANGO-	2 ON 2 BETWEEN TWO DB'S
THREE WAY-	3 DEFENDERS VS. 3 RECEIVERS IN MAN TO MAN COVERAGE.
THUMBS-	SAFETY PLAYING MAN UNDER WITH THE CORNER IN THE DEEP ½.
TIGER-	DEFENSIVE LINE STUNT BETWEEN END AND TACKLE WHERE TACKLE IS 1 ST .

(Basic Defensive Terminology – Cont'd)

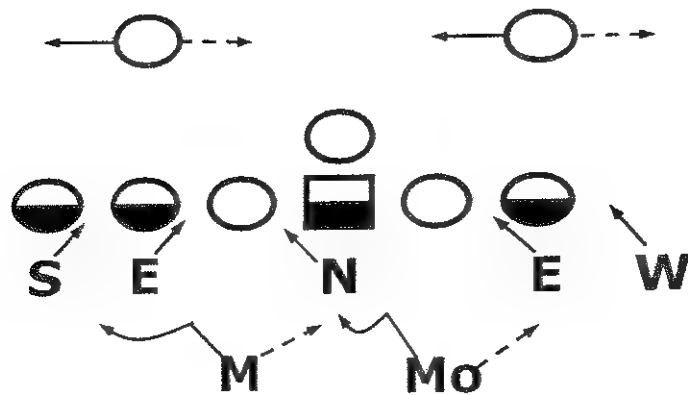
TRAIL-	MAN TO MAN COVERAGE TECHNIQUE WHERE DEFENDER SETTLES 1 YARD BEHIND AND ON INSIDE HIP OF RECEIVER WITH DEEP HELP.
UNIT-	2 DEFENDERS WORKING TOGETHER IN ZONE COVERAGE.
WALK-	AN ALIGNMENT – LB'ER SPLITS THE DIFFERENCE BETWEEN HIS NORMAL POSITION AND A RECEIVER, APPROXIMATELY 3-5 YARDS OFF L.O.S.
WILL-	OUTSIDE LB'ER ON OPEN SIDE (WEAK SIDE).
ZONE MATCH UP -	CLAMPING TECHNIQUE USED BY DEFENDER IN ZONE COVERAGES DICTATED BY ROUTES.

END RUN FORCES

1. **FORCE** **DEFENDER RESPONSIBLE FOR TURNING
PLAY IN.**

 **CALLS: ("SKY"-SAFETY)
 ("BACKER"- LINEBACKER)
 ("CLOUD"-CORNER)**
2. **FILL** **DEFENDER THAT PLUGS HOLE INSIDE
OF FORCE MAN.**
3. **CUTBACK** **DEFENDER OR DEFENDERS MAINTAIN
INSIDE-OUT RELATIONSHIP TO BALL
CARRIER - CUTBACK MAN IS
RESPONSIBLE FOR TACKLE IF BALL
CARRIER CUTS INSIDE OF FILL MAN.**
4. **CHASE** **MAN RESPONSIBLE FOR CUTBACK,
BOOT, AND REVERSES.**
5. **READ FORCE** **LB'ER FORCE ON CLOSED SIDE UNTIL
LB'ER IS BLOCKED, THEN SAFETY
REPLACES.**

SAM & WILL TONTO



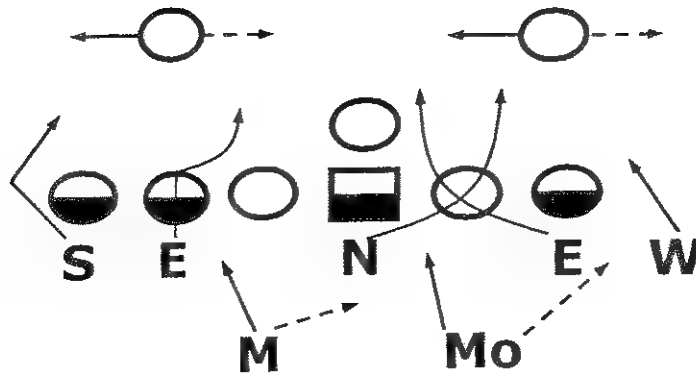
C.P. - (LB'S) ALERT BOSS AND BOW BY BACKFIELD SETS

VS. 1BACK "SOLO" = NOSE SHADE STRONG (+A)

POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	HEAD UP ON TACKLE "4"	BALL - TACKLE - GUARD	CONTROL TACKLE - KEY GUARD - PLUS "B" GAP OR "C" GAP	CONTROL TACKLE - PLUS "B" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	BALL & TRIANGLE	CONTROL CENTER - KEY GUARD - PLUS "A" GAP	CONTROL CENTER - KEY GUARD - PLUS "A" GAP
WEAK END	HEAD UP ON TACKLE "4"	BALL - TACKLE - GUARD	CONTROL TACKLE - KEY GUARD - MINUS "B" GAP	CONTROL TACKLE - KEY GUARD - MINUS "B" GAP OR "C" GAP
SAM BACKER	HEAD UP ON TE "6"	TE - NEAR BACK	PLUS "C" GAP CP OUTLAW/INDIAN	PLUS "C" GAP CP OUTLAW/INDIAN
MIKE BACKER	HEAD UP ON THE GUARD 3 ½ YDS OFF L.O.S. - CP BOSS/BOW	GUARD - NEAR BACK	STACK END - SCRAPE OUTSIDE SAM TO BALL CP OUTLAW/INDIAN	STACK NOSE - MINUS "A" GAP
MO BACKER	HEAD UP ON THE GUARD 4 YDS OFF L.O.S. - CP BOSS/BOW	GUARD - NEAR BACK	STACK NOSE - MINUS "A" GAP	STACK END - MINUS "C" GAP CP OUTLAW/INDIAN
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S. "8"	BALL - NEAR BACK - TRIANGLE	CHASE	FORCE OR SPILL DEPENDING ON CALL CP OUTLAW/INDIAN (FRANCE)

SAM & WILL JET

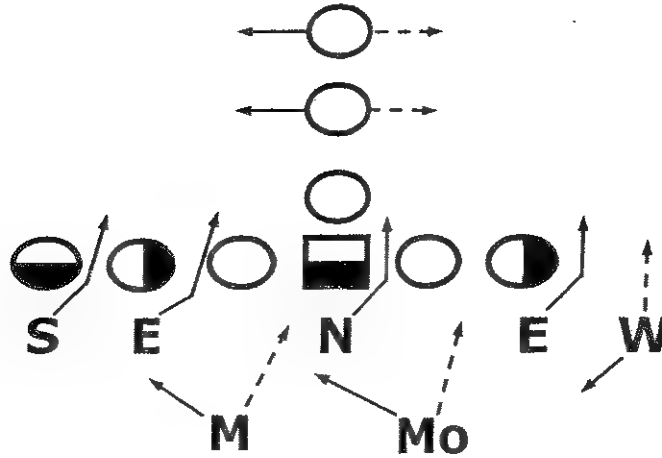
EX. WEAK TIGER



C.P. - LB'S ALERT BOSS - BOW BY BACKFIELD SET

POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	HEAD UP TO TIGHT EYE OF TACKLE "4"	BALL	PSYCHO TECHNIQUE	PSYCHO TECHNIQUE
NOSE TACKLE	HEAD UP ON CENTER "0"	BALL	TIGER WITH WEAK END	TIGER WITH WEAK END
WEAK END	HEAD UP TO TIGHT EYE OF TACKLE "4"	BALL	TIGER WITH NOSE	TIGER WITH NOSE
SAM BACKER	HEAD UP ON TE CP CHEAT ALIGNMENT "6"	BALL	PENETRATE "OUTLAW" CHARGE	PENETRATE "OUTLAW" CHARGE
MIKE BACKER	HEAD UP ON THE GUARD 5 YDS OFF L.O.S	THRU GUARD TO NEAR BACK AND BALL	PLUS "B" GAP	PLUS "A" GAP
MO BACKER	HEAD UP ON THE GUARD 5 YDS OFF L.O.S.	THRU GUARD TO NEAR BACK AND BALL	PLUS "A" GAP	SCRAPE FILL
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	BALL	PENETRATE - ATTACK "C" GAP - CHASE	PENETRATE - ATTACK "C" GAP - FORCE CP OUTLAW

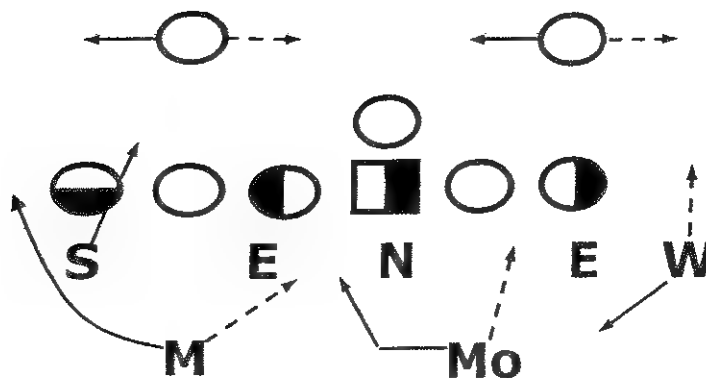
SAM BULLETS



C.P. - ALERT "T" CALL. ILB'S BOSS - BOW BY BACKFIELD SET

POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	TIGHT EYE OF TACKLE TO HEAD UP "4"	BALL - AFTER SNAP GUARD	PLUS "B" GAP - SQUEEZE "C" GAP - TWO HAT RULE	PLUS "B" GAP - SQUEEZE "A" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER & BALL	MINUS "A" GAP	MINUS "A" GAP
WEAK END	TIGHT EYE OF TACKLE TO HEAD UP "5"	BALL - AFTER SNAP TACKLE	MINUS "C" GAP - CHASE	MINUS "C" GAP
SAM BACKER	HEAD UP ON TE "6"	TE TO BALL TRIANGLE	CONTROL PLUS "C" GAP PRESS INTO "D" GAP CP OUTLAW/INDIAN	PLUS "C" GAP CHASE
MIKE BACKER	HEAD UP ON THE GUARD 3 1/2 YDS OFF L.O.S	THRU GUARD TO NEAR BACK AND BALL	PLUS "C" TO "D" GAP TO BALL CP OUTLAW/INDIAN	PLUS "A" GAP TO BALL
MO BACKER	HEAD UP ON THE GUARD 4 YDS OFF L.O.S.	THRU GUARD TO NEAR BACK AND BALL	PLUS "A" GAP TO BALL	MINUS "B" GAP TO BALL
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S. "8"	THRU TACKLE HIP TO NEAR GUARD NEAR BACK AND BALL	FOLD AND PURSUE	ATTACK "D" GAP - (BACKER FORCE)

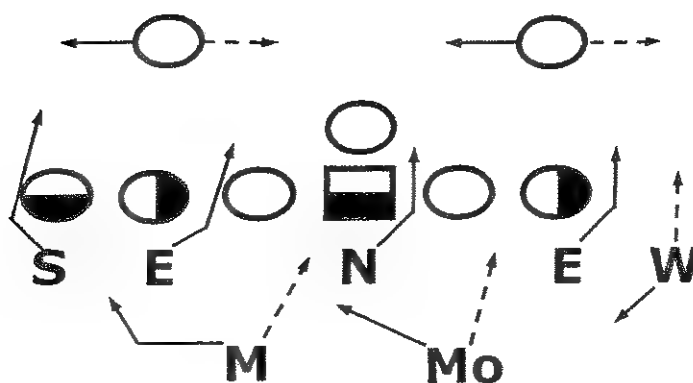
SAM SINK



C.P. - LB'S ALERT BOSS - BOW BY BACKFIELD SET

POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	TIGHT OUTSIDE EYE OF GUARD "3"	BALL - AFTER SNAP GUARD AND TACKLE	PLUS "B" GAP - SQUEEZE	PLUS "B" GAP - SQUEEZE
NOSE TACKLE	SHADE WEAK ON CENTER MINUS "0"	CENTER & BALL	MINUS "A" GAP	MINUS "A" GAP
WEAK END	TIGHT EYE OF TACKLE TO HEAD UP "5"	BALL - AFTER SNAP TACKLE	MINUS "C" GAP - SQUEEZE "B" GAP CHASE	MINUS "C" GAP
SAM BACKER	HEAD UP ON TE "6"	TE -TACKLE	CONTROL PLUS "C" GAP PRESS INTO "D" GAP	PLUS "C" GAP CHASE
MIKE BACKER	HEAD UP ON OFF TACKLE 3 ½ YDS OFF L.O.S	THRU TACKLE TO BACK AND BALL	PLUS "D" GAP SCRAPE	PLUS "A" GAP TO BALL
MO BACKER	HEAD UP ON THE GUARD 4 YDS OFF L.O.S.	THRU GUARD TO NEAR BACK AND BALL	PLUS "A" GAP TO BALL	MINUS "B" GAP TO BALL
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S. "8"	THRU TACKLE HIP TO NEAR GUARD NEAR BACK AND BALL	FOLD AND PURSUE	ATTACK "D" GAP (BACKER FORCE)

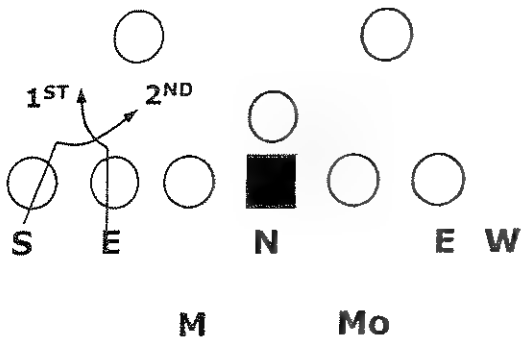
SAM JET



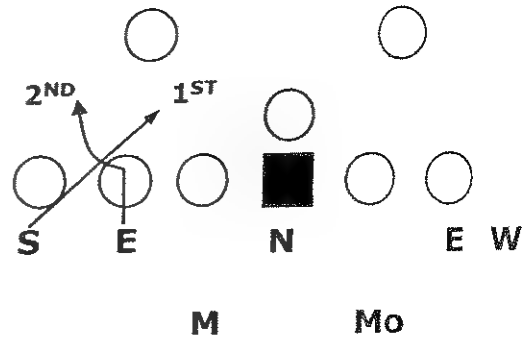
C.P. - LB'S ALERT BOSS - BOW BY BACKFIELD SET

POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	TIGHT EYE OF TACKLE "4"	BALL - AFTER SNAP TACKLE/GUARD GAP	PLUS "B" GAP - THINK PASS - REACT TO RUN	PLUS "B" GAP - THINK PASS - REACT TO RUN
NOSE TACKLE	HEAD UP ON CENTER "0"	BALL - AFTER SNAP "A" GAP WEAK	MINUS "A" GAP - THINK PASS - REACT TO RUN	MINUS "A" GAP - THINK PASS - REACT TO RUN
WEAK END	OUTSIDE SHOULDER OF TACKLE - STEM "5"	BALL - AFTER SNAP TACKLE/GUARD GAP	MINUS "C" GAP - THINK PASS - REACT TO RUN - CHASE	MINUS "C" GAP - THINK PASS REACT TO RUN
SAM BACKER	HEAD UP ON TE "6"	TE TO BALL TRIANGLE	PLUS "D" GAP CP OUTLAW/SCALP	CHASE
MIKE BACKER	HEAD UP ON THE GUARD 5 YDS OFF L.O.S	THRU GUARD TO NEAR BACK AND BALL	PLUS "C" TO "D" GAP CP OUTLAW/SCALP	PLUS "A" GAP TO BALL
MO BACKER	HEAD UP ON THE GUARD 5 YDS OFF L.O.S.	THRU GUARD TO NEAR BACK AND BALL	PLUS "A" GAP TO BALL	MINUS "B" GAP TO BALL
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S. "8"	THRU TACKLE HIP TO NEAR GUARD NEAR BACK AND BALL	FOLD AND PURSUE	ATTACK "D" GAP (BACKER FORCE)

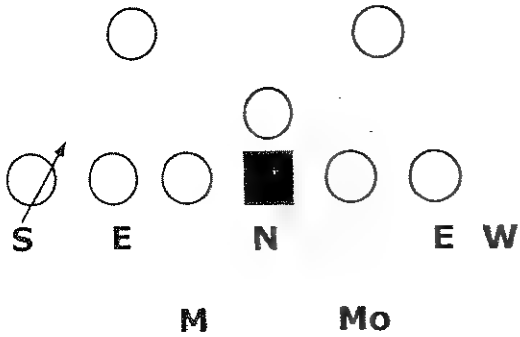
SAM STUNTS



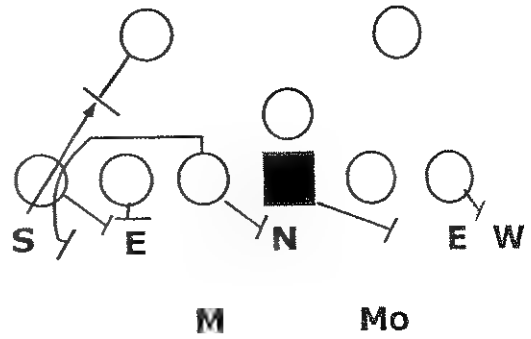
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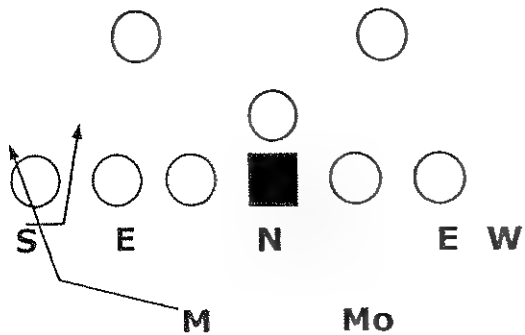
SCISSORS



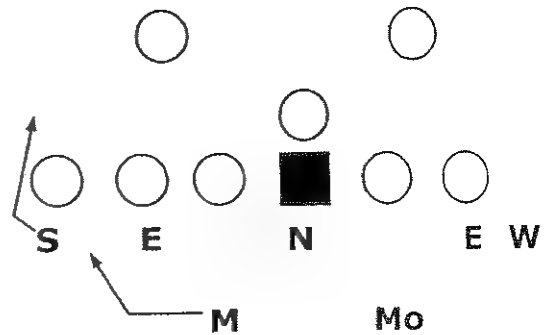
TUFF - WORK INSIDE



"SCALP" - GO THRU CENTER OF BLOCK

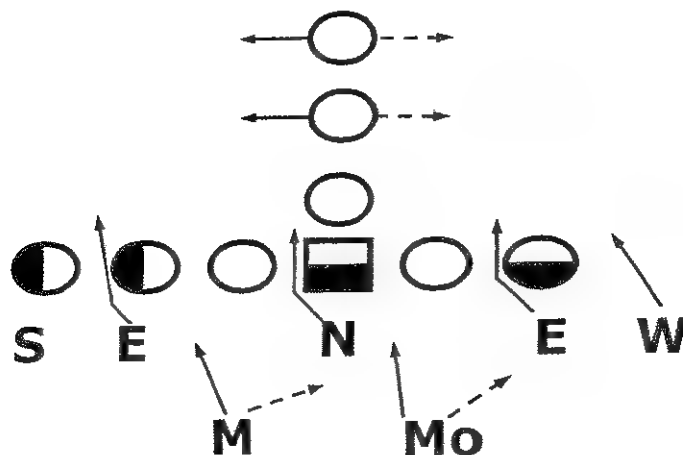


INDIAN



OUTLAW

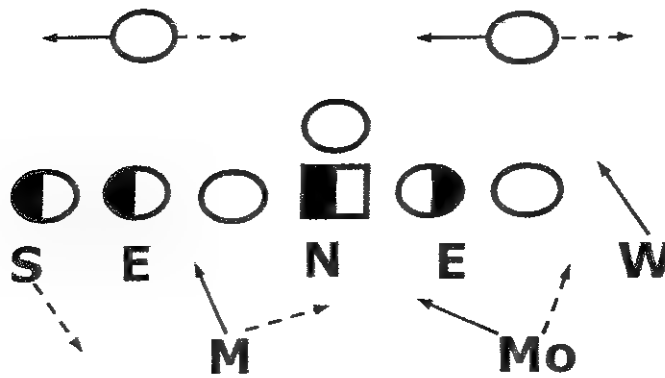
WILL BULLETS



C.P. - ALERET "T" CALL LB'S ALERT BOSS - BOW BY BACKFIELD SET

POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE EYE OF TACKLE TO HEAD UP "5"	BALL - AFTER SNAP TACKLE/GUARD GAP	PLUS "C" GAP CP AWARE OF TE	SQUEEZE "B" GAP - CHASE
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER & BALL	PLUS "A" GAP	PLUS "A" GAP
WEAK END	HEAD UP ON TACKLE "5"	BALL - AFTER SNAP GUARD	MINUS "B" GAP -	MINUS "B" GAP
SAM BACKER	OUTSIDE EYE OF TE TO OUTSIDE 1/2 OF TE "9"	TE - NEAR BACK	"D" GAP	FOLD
MIKE BACKER	HEAD UP ON THE GUARD 3 1/2 YDS OFF L.O.S	THRU GUARD TO NEAR BACK	PLUS "B" GAP TO BALL	MINUS "A" GAP TO BALL
MO BACKER	HEAD UP ON THE GUARD 4 YDS OFF L.O.S.	THRU GUARD TO NEAR BACK	MINUS "A" GAP TO BALL	SCRAPE "D" GAP CP INDIAN/OUTLAW
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	THRU TACKLE HIP TO NEAR GUARD NEAR BACK TRIANGLE	CHASE	ATTACK "C" GAP CP INDIAN/OUTLAW

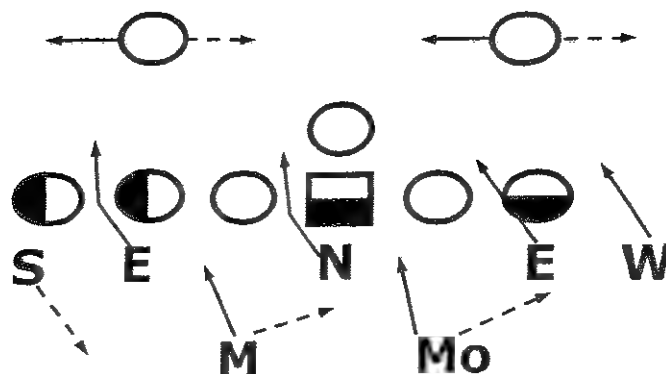
WILL WINK



C.P. - LB'S ALERT BOSS - BOW BY BACKFIELD SET

POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE EYE OF TACKLE TO HEAD UP "5"	BALL - AFTER SNAP TACKLE	PLUS "C" GAP	PLUS "C" GAP SQUEEZE "B" CHASE
NOSE TACKLE	SHADE STRONG ON CENTER - STEM PLUS "0"	CENTER & BALL	PLUS "A" GAP	PLUS "A" GAP
WEAK END	TIGHT OUTSIDE EYE OF GUARD "3"	BALL - AFTER SNAP GUARD	MINUS "B" GAP - PURSUIT	MINUS "B" GAP
SAM BACKER	SPLIT TE CROTCH "9"	TE	"D" GAP	FOLD
MIKE BACKER	HEAD UP ON THE GUARD 3 ½ YDS OFF L.O.S	THRU GUARD TO NEAR BACK AND BALL	PLUS "B" GAP TO BALL	MINUS "A" GAP TO BALL
MO BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU GUARD TO NEAR BACK AND BALL	MINUS "A" GAP TO BALL	SCRAPE "D" GAP CP INDIAN/OUTLAW
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	THRU TACKLE HIP TO NEAR BACK AND BALL	CHASE	ATTACK "C" GAP CP INDIAN/OUTLAW

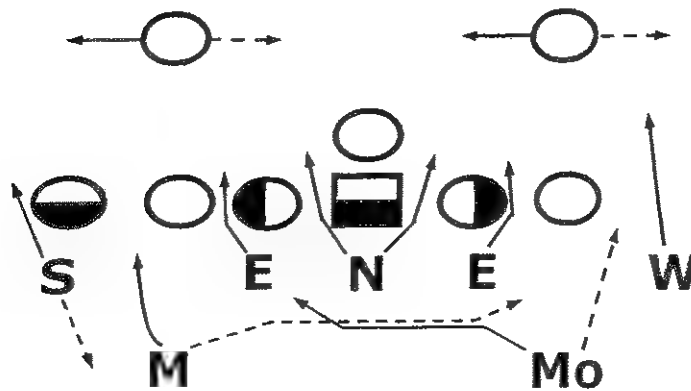
WILL JET



C.P. - LB'S ALERT BOSS - BOW BY BACKFIELD SET

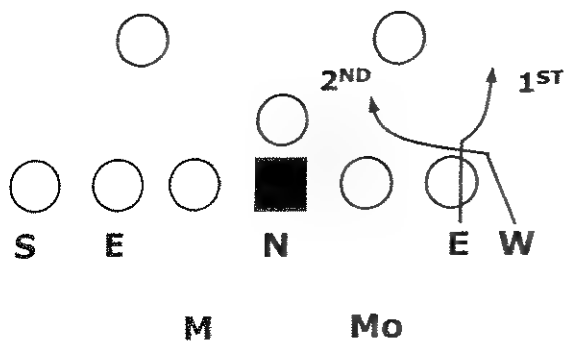
POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE SHOULDER OF TACKLE - STEM "5"	BALL	PLUS "C" GAP - THINK PASS FIRST - REACT TO RUN - CONTAIN QB	PLUS "C" GAP - THINK PASS FIRST - REACT TO RUN - CHASE
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER & BALL	PLUS "A" GAP - THINK PASS FIRST - REACT TO RUN	PLUS "A" GAP - THINK PASS FIRST - REACT TO RUN
WEAK END	TIGHT EYE OF TACKLE "4"	BALL	MINUS "B" GAP - THINK PASS FIRST - REACT TO RUN	MINUS "B" GAP - THINK PASS FIRST - REACT TO RUN
SAM BACKER	SPLIT TE CROTCH "9"	TE - TRIANGLE	"D" GAP	FOLD
MIKE BACKER	HEAD UP ON THE GUARD 5 YDS OFF L.O.S	THRU GUARD TO NEAR BACK AND BALL	PLUS "B" GAP TO BALL	MINUS "A" GAP TO BALL
MO BACKER	HEAD UP ON THE GUARD 5 YDS OFF L.O.S.	THRU GUARD TO NEAR BACK AND BALL	MINUS "A" GAP TO BALL	MINUS "C" GAP CP OUTLAW
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	THRU TACKLE HIP TO NEAR BACK AND BALL	CHASE	"D" GAP CP OUTLAW

REDUCE WILL (COP)

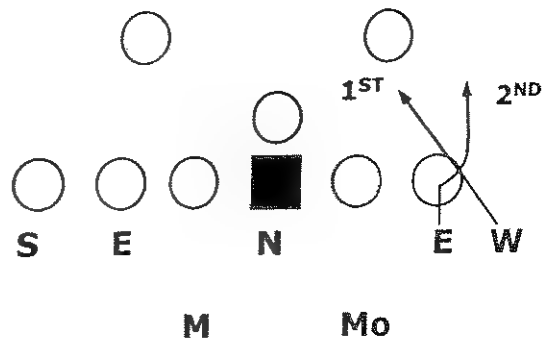


POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	SINK "3"	BALL - AFTER SNAP GUARD AND TACKLE	PLUS "B" GAP CP CAN'T BE REACHED BY THE GUARD CONTAIN ON PASS	PLUS "B" GAP CP CAN'T BE SCOOPED BY THE TACKLE CONTAIN ON PASS
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER AND BALL KNOCK 'EM BACK	PLUS "A" GAP (2 GAP)	MINUS "A" GAP (2 GAP)
WEAK END	WINK "3"	BALL - AFTER SNAP GUARD AND TACKLE	MINUS "B" GAP - CP CAN'T BE SCOOPED BY THE TACKLE	MINUS "B" GAP - CP CAN'T BE REACHED BY THE GUARD
SAM BACKER	HEAD UP ON TE "6"	TE - OT	CONTROL PLUS "D" CP ACCORDING TO COVERAGE	PLUS "C" CHASE
MIKE BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU TACKLE TO BACK AND BALL	PLUS "C" GAP	PLUS "A" GAP TO BALL
MO BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU TACKLE TO BACK AND BALL	MINUS "A" GAP TO BALL	MINUS "C" GAP CP OUTLAW/INDIAN
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	THRU TACKLE HIP TO NEAR BACK AND BALL	SQUEEZE MINUS "C" GAP - CHASE	ATTACK MINUS "D" GAP - FORCE CP OUTLAW/INDIAN

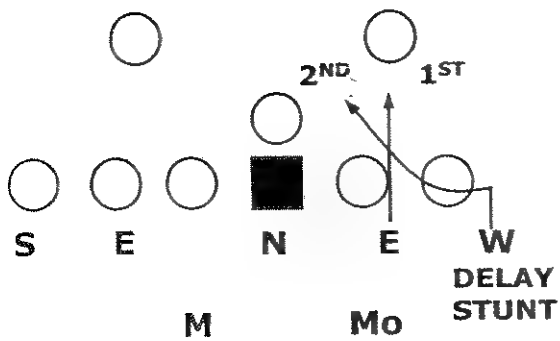
WILL STUNTS



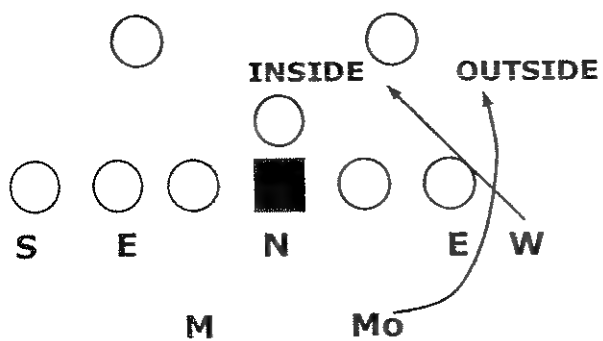
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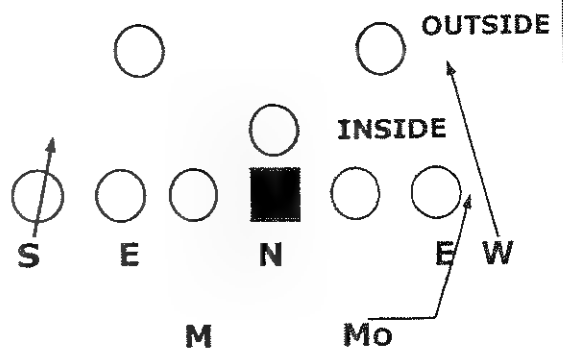
CROSS



WINK JAX

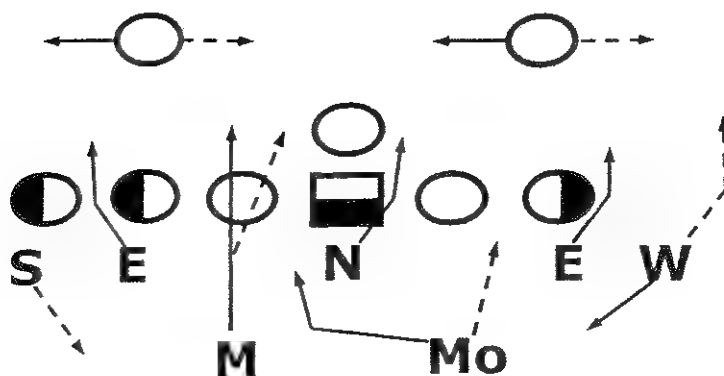


INDIAN



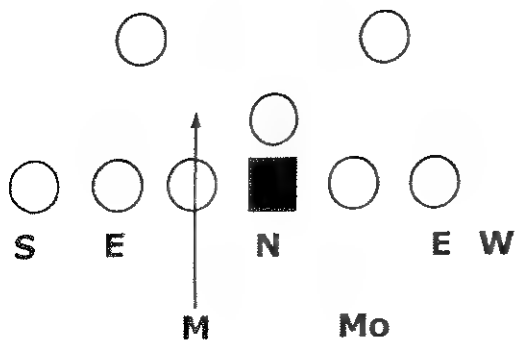
OUTLAW

MIKE RUSH

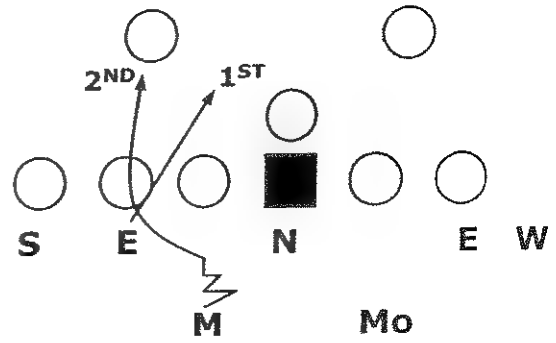


POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE EYE OF TACKLE "5"	BALL - AFTER SNAP TACKLE	PLUS "C" GAP CP STUNT CALL	"C" GAP - SQUEEZE "B" GAP - CHASE CP STUNT CALL
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER & BALL	MINUS "A" GAP CP STUNT CALL	MINUS "A" GAP CP STUNT CALL
WEAK END	TIGHT EYE OF TACKLE TO HEAD UP "5"	BALL - AFTER SNAP TACKLE	MINUS "C" GAP - SQUEEZE "B" GAP - CHASE	MINUS "C" GAP
SAM BACKER	SPLIT TE CROTCH "9"	TE TO NEAR BACK AND BALL	PLUS "D" GAP BACKER FORCE	FOLD
MIKE BACKER	HEAD UP ON THE GUARD 3 YDS	THRU GUARD TO NEAR BACK AND BALL	PLUS "A" GAP (2 GAP) CP STUNT CALL	PLUS "A" GAP
MO BACKER	HEAD UP ON THE GUARD 4 YDS OFF L.O.S.	THRU GUARD TO NEAR BACK AND BALL	PLUS "A" GAP TO "B" GAP	MINUS "B" GAP
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	THRU TACKLE HIP TO NEAR GUARD - NEAR BACK AND BALL	FOLD AND PURSUE	MINUS "D" GAP BACKER FORCE

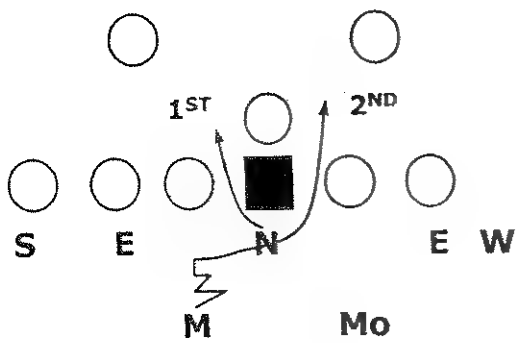
MIKE RUSHES



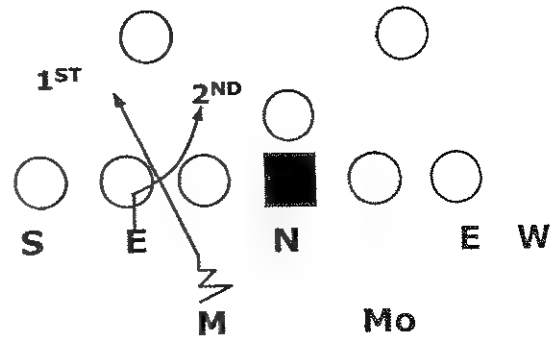
MIKE RUSH



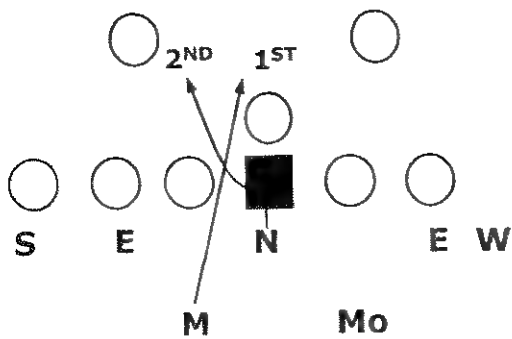
MIKE BLAST



MIKE "X"

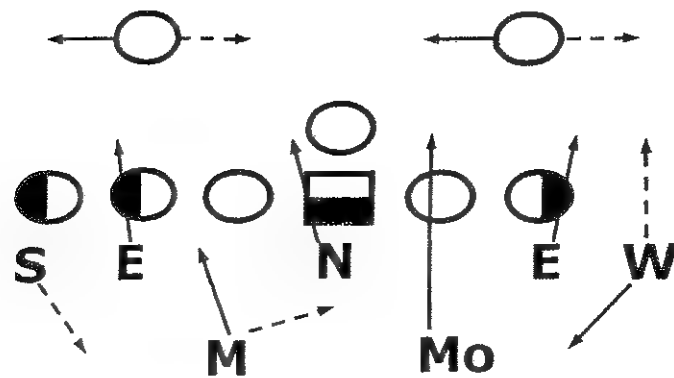


MIKE LOOP



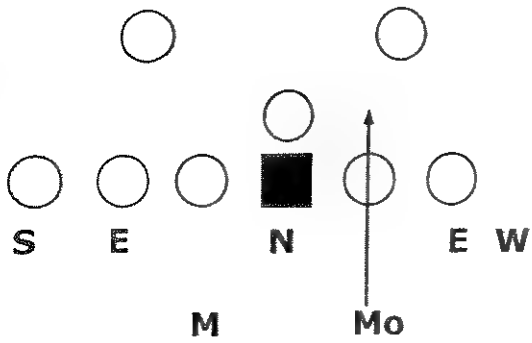
MIKE "GO"

MO RUSH

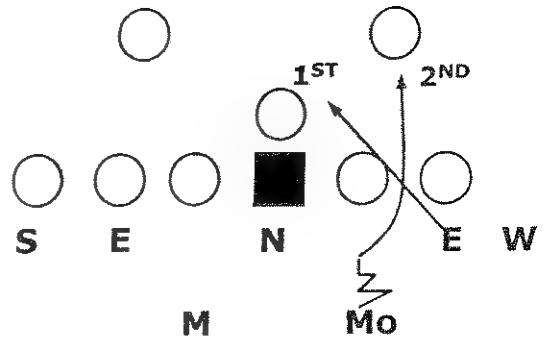


POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE EYE OF TACKLE - "5"	BALL - AFTER SNAP TACKLE	PLUS "C" GAP	SQUEEZE PLUS "B" GAP - CUTBACK - CHASE
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER & BALL	PLUS "A" GAP CP STUNT CALL	PLUS "A" GAP CP STUNT CALL
WEAK END	OUTSIDE EYE OF TACKLE - "5"	BALL - AFTER SNAP TACKLE	MINUS "C" - SQUEEZE "B" GAP - CHASE CP STUNT CALL	MINUS "C" GAP CP STUNT CALL
SAM BACKER	SPLIT TE CROTCH "9"	TE	PLUS "D" GAP BACKER FORCE	FOLD
MIKE BACKER	HEAD UP ON THE GUARD 4 YDS OFF L.O.S	THRU GUARD TO NEAR BACK AND BALL	PLUS "B" GAP TO BALL	MINUS "A" GAP TO "B" GAP
MO BACKER	HEAD UP ON THE GUARD 3 YDS	THRU GUARD TO NEAR BACK AND BALL	MINUS "A" GAP (2 GAP) CP STUNT CALL	MINUS "A" GAP (2 GAP) CP STUNT CALL
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	THRU TACKLE HIP TO NEAR GUARD - NEAR BACK AND BALL	FOLD AND PURSUE	ATTACK "D" GAP BACKER FORCE

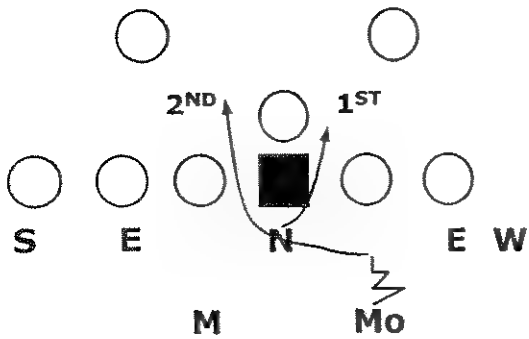
MO RUSHES



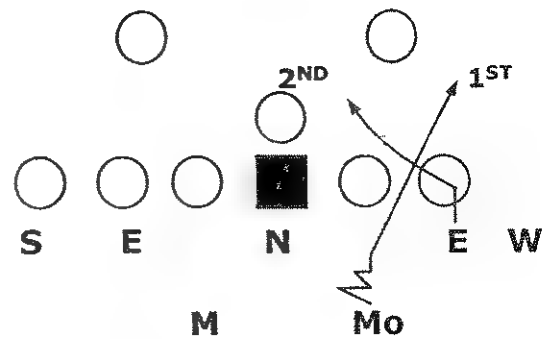
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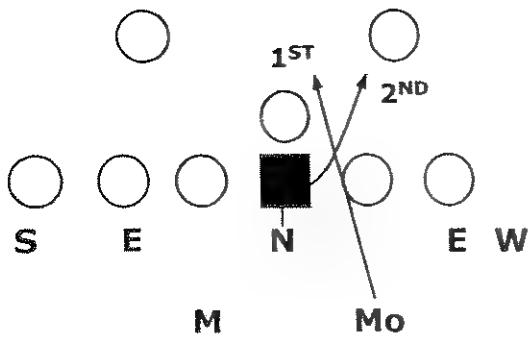
MO BLAST



MO "X"



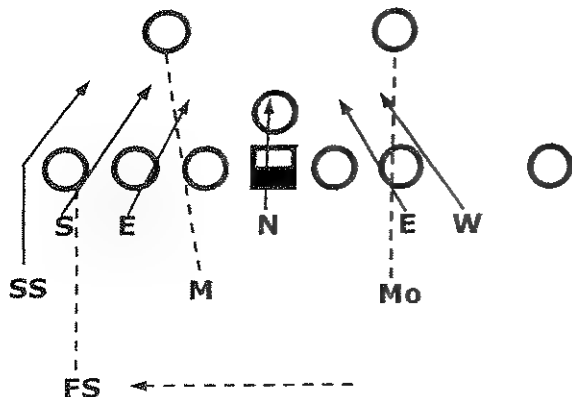
MO LOOP



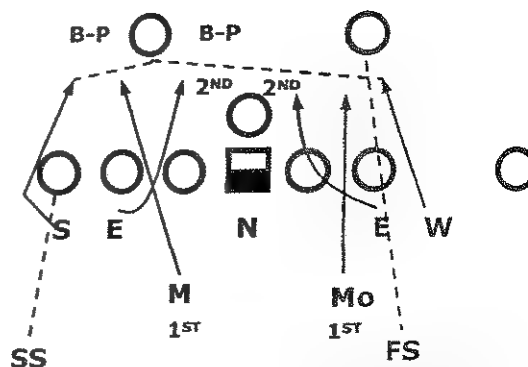
MO "GO"

BASIC 34 BLITZES

OUTSIDE SAM BLITZ

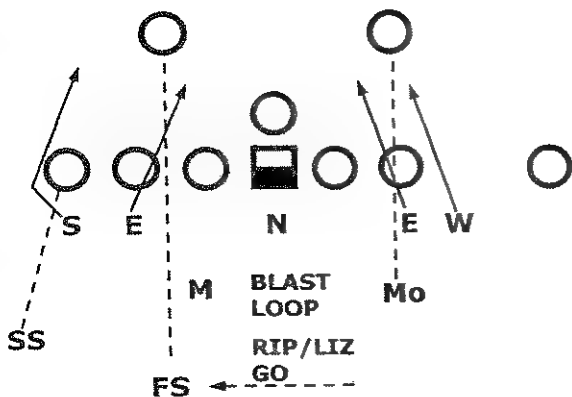


SMOKE

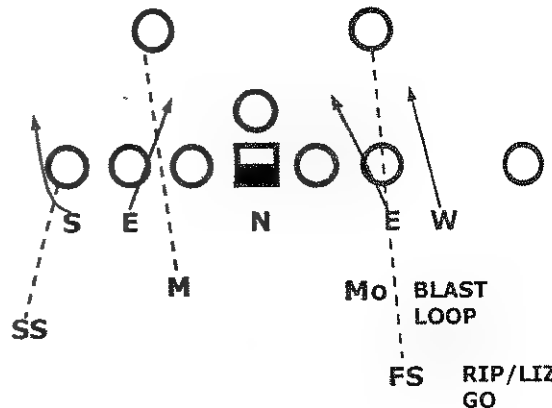


VS. SPLIT BACKS: BLITZ AND PEEL THE BACK
CAN ALSO BE RUN FROM WINK, REDUCED, DBL BLAST

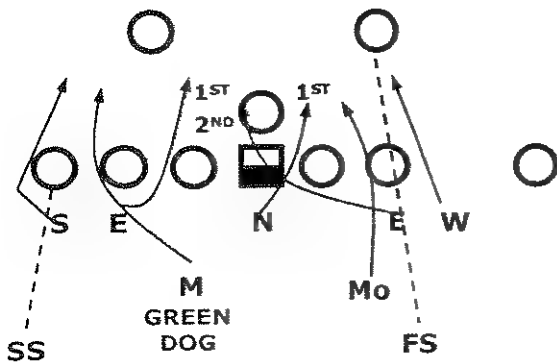
SPLIT MIKE BLITZ



SPLIT MO BLITZ



JET BLITZ



BASIC SUMMARY OF FALCONS PASS COVERAGES

- **BLITZ = 0 COVERAGE – NO MIDDLE SAFETY**
- **1 DOG = MAN TO MAN WITH A FREE SAFETY – 5 MAN RUSH**
AUDIBLE = SNOOPY
- **1 ROVER = MAN TO MAN WITH A SAFETY OR LB IN THE HOLE**
AUDIBLE = ROVER
- **COV. 2 = 5 SHORT – 2 DEEP MATCH UP ZONE**
AUDIBLE = NOAH
- **2 MAN = 5 UNDER MAN – 2 DEEP**
AUDIBLE = ROCK
- **COV. 3 = 4 SHORT – 3 DEEP ROTATION ZONE**
AUDIBLE = ROGER/LUCKY
- **COV. 4 = COMBINATION ZONE STRONG (1/4'S) – COV. 2 WEAK**
AUDIBLE = REX/LEE
- **COV. 8 = 4 DEEP ZONE (1/4'S)**
AUDIBLE = DOLLAR
- **ZORRO = ZONE DOG – 3 DEEP 3 UNDER**
AUDIBLE = ROGER LUCKY

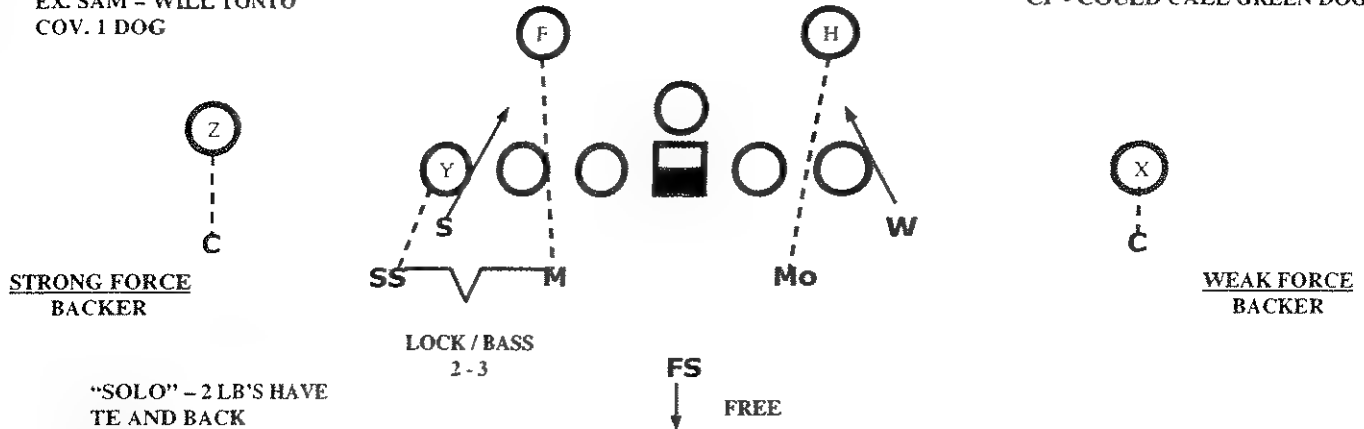
RED AREA

- **5 = MAN TO MAN WITH A STRONG SAFETY AND A FREE SAFETY IN THE ALLEYS**

COV. 1 DOG VS STANDARD SETS

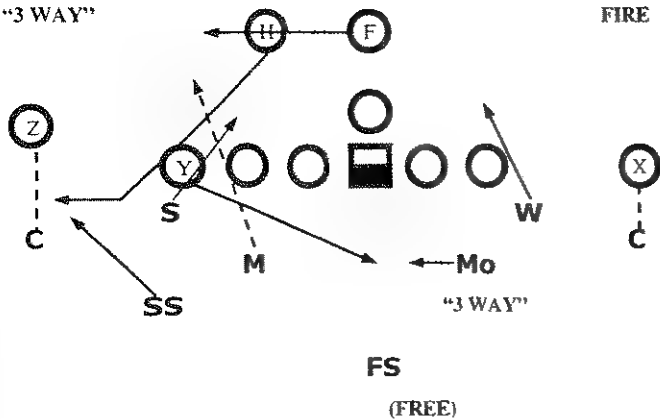
EX. SAM - WILL TONTO
COV. 1 DOG

CP - COULD CALL GREEN DOG

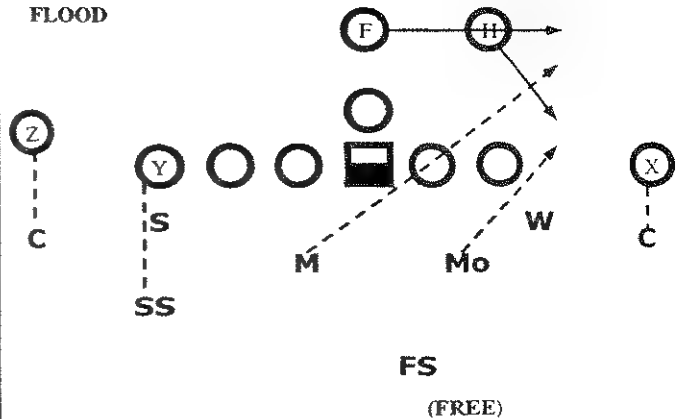


POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	ALIGNMENT TO COVER #3	ALIGNMENT TO COVER #2 WEAK	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	#3	#2 WEAK	BALL AND TRIANGLE
RESP	RUSH AND CONTAIN	#3 MAN TO MAN - POSSIBLE BASS WITH SS - SOLO CALL WITH 1 BACK	#2 WEAK MAN TO MAN POSSIBLE IOWA WITH MIKE SOLO CALL WITH 1 BACK	RUSH AND CONTAIN
FIRE	CONTAIN	POSSIBLE 3 WAY	POSSIBLE 3 WAY	CONTAIN
FLOOD	CONTAIN	IOWA WITH MO	IOWA WITH MIKE	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	HEAD UP BUMP	ACCORDING TO PRE SNAP LOOK	10-12 YDS DEEP OUTSIDE WEAK (OG)/(OT) GAP	HEAD UP BUMP
KEY	WR	TE	O-LINE TO FLOW	WR
RESP	OUTSIDE MAN TO MAN ON #1	POSSIBLE BASS WITH MIKE OUTSIDE MAN TO MAN ON #2	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE)	OUTSIDE MAN TO MAN ON #1
FIRE	PLAY IT	3 WAY	PLAY IT	PLAY IT
FLOOD	PLAY IT	MAN TO MAN ON TE	PLAY IT	PLAY IT

"3 WAY"



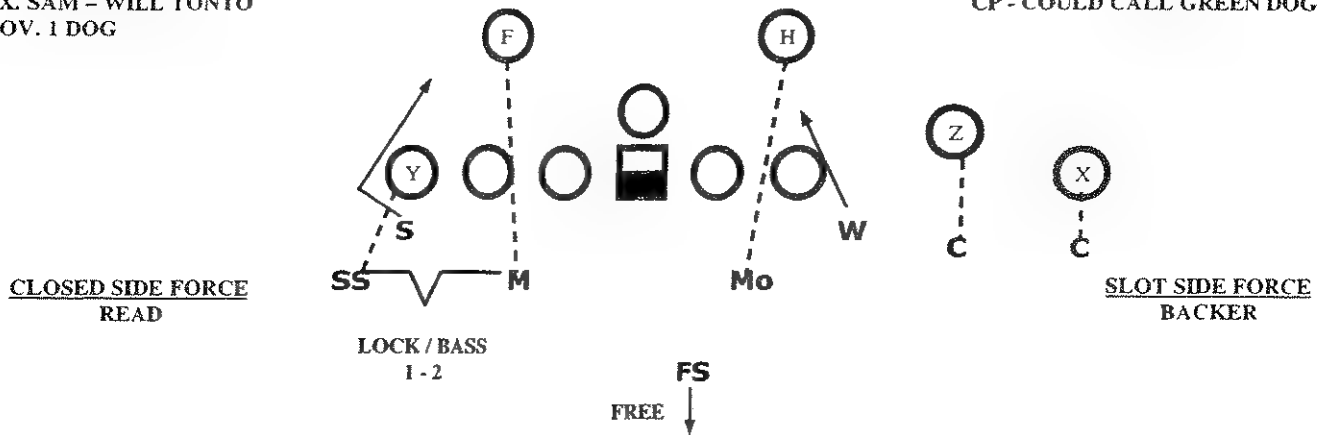
FLOOD



COV. 1 DOG VS SLOT SETS

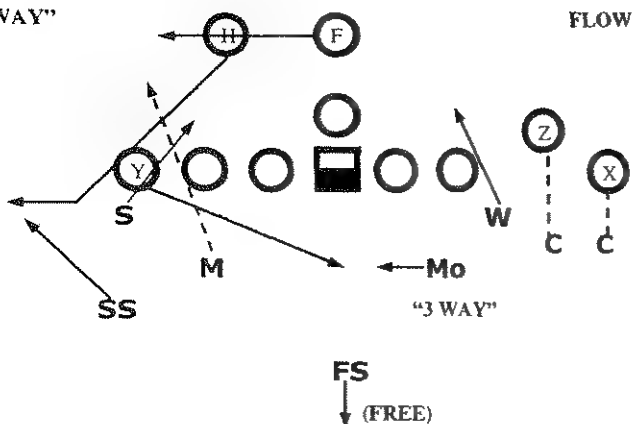
EX. SAM - WILL TONTO
COV. 1 DOG

CP - COULD CALL GREEN DOG

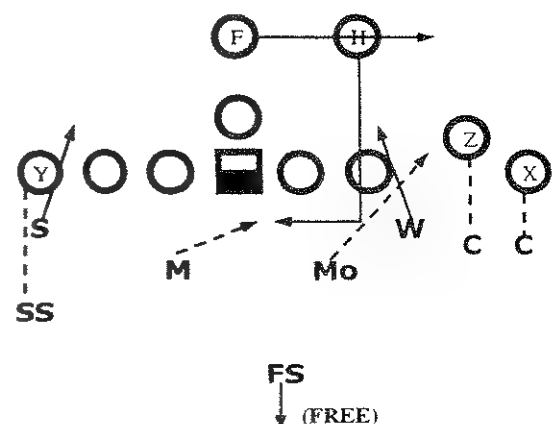


POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	ALIGNMENT TO COVER #2	ALIGNMENT TO COVER #3	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	#2	#3	BALL AND TRIANGLE
RESP	RUSH AND CONTAIN	#2 MAN TO MAN - POSSIBLE BASS WITH SS - SOLO CALL WITH 1 BACK	#3 MAN TO MAN POSSIBLE IOWA WITH MIKE SOLO CALL WITH 1 BACK	RUSH AND CONTAIN
FLOW	CONTAIN	3 WAY	3 WAY	CONTAIN
FIRE	CONTAIN	IOWA WITH MO	IOWA WITH MIKE	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	HEAD UP BUMP CP COULD PLAY "OFF" TECH	3 x 5 YDS OUTSIDE TE	10-12 YDS DEEP MIDDLE OF FORMATION	HEAD UP BUMP
KEY	WR	TE - NEAR BACK	O-LINE TO FLOW	WR
RESP	OUTSIDE MAN TO MAN ON #1	POSSIBLE BASS WITH MIKE OUTSIDE MAN TO MAN ON #1	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE)	OUTSIDE MAN TO MAN ON #2
FIRE	PLAY IT	3 WAY	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT

"3 WAY"



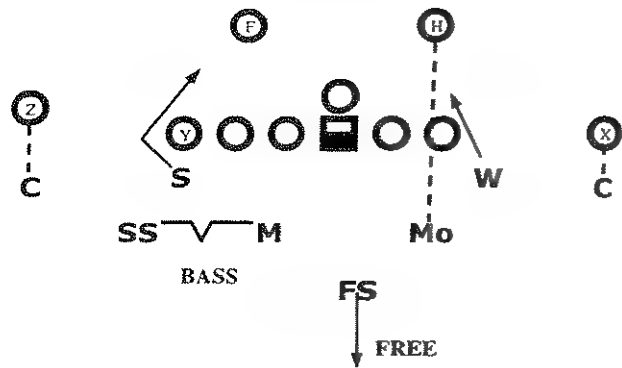
FIRE



STANDARD

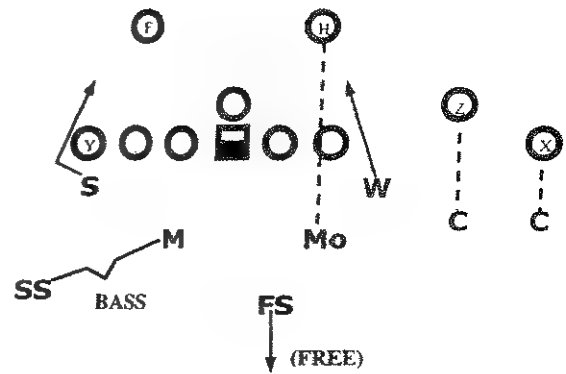
FORMATIONS

SLOT



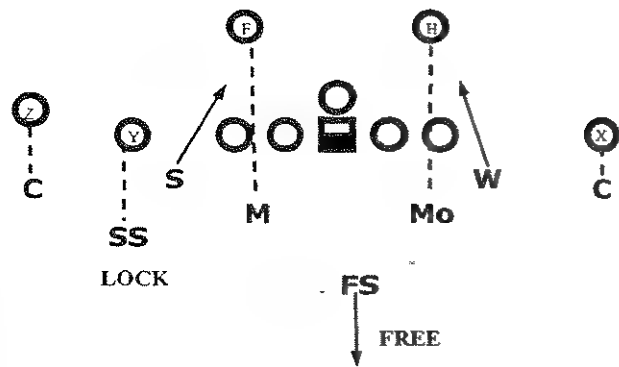
A

SLOT



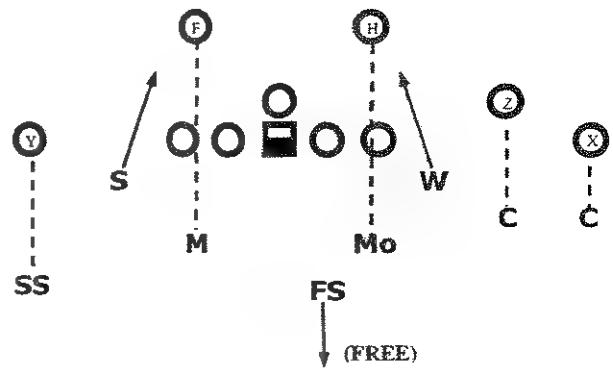
B

TE FLEX



C

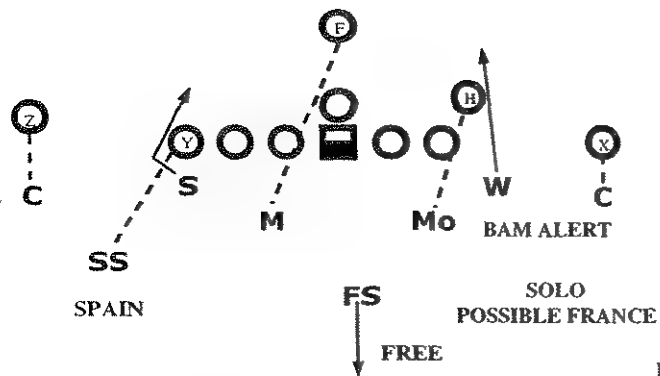
TE OPEN



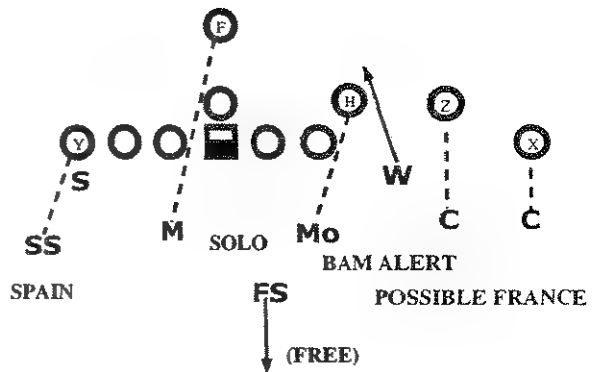
D

WHITE

WHITE SLOT



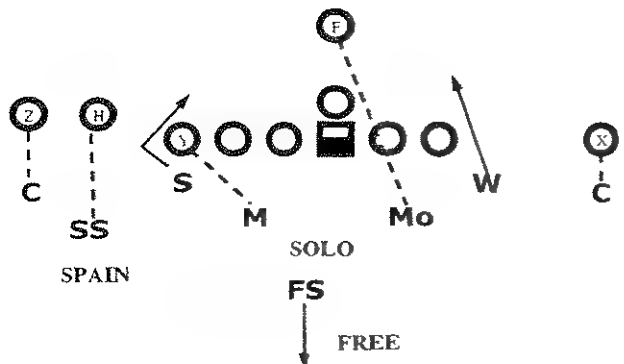
E



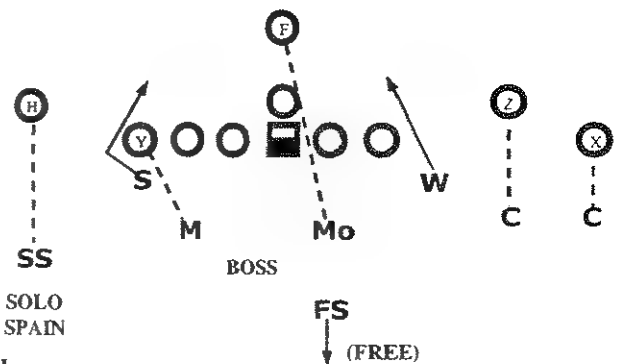
F

BLACK OUT

BLACK OUT SLOT

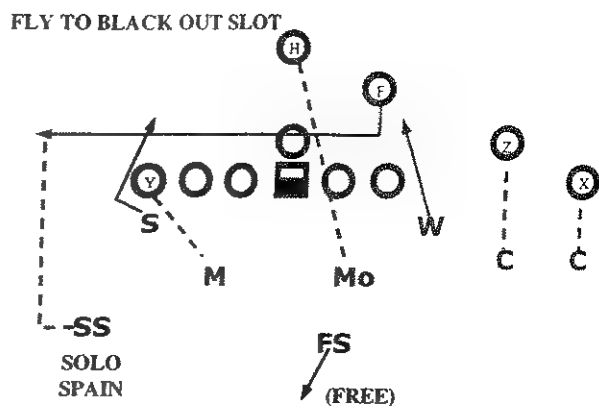


G



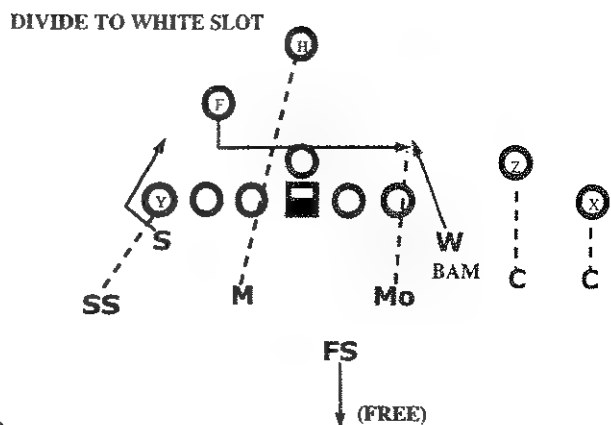
H

SLOT



A

B



C

D

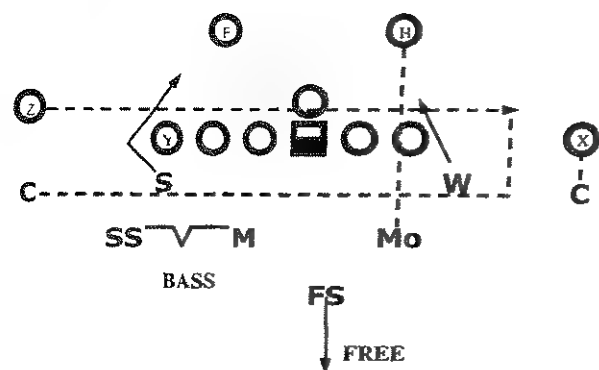
E

F

G

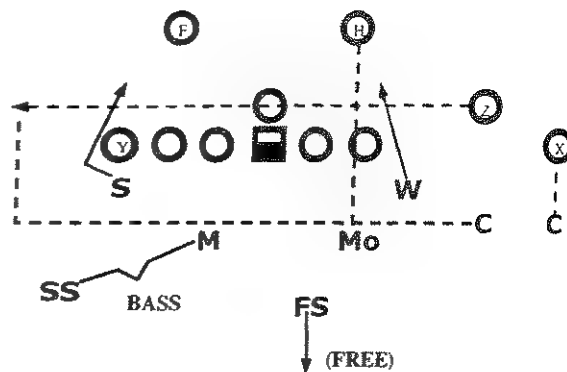
H

DIVIDE TO SLOT



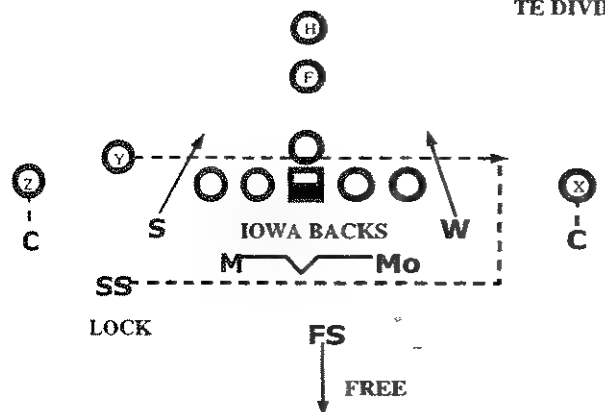
A

FLY TO PRO



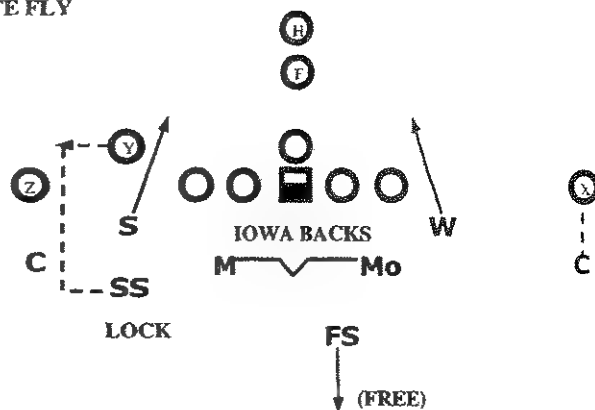
B

TE DIVIDE



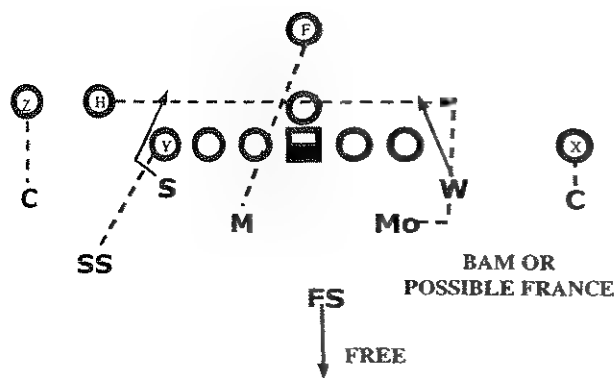
C

TE FLY



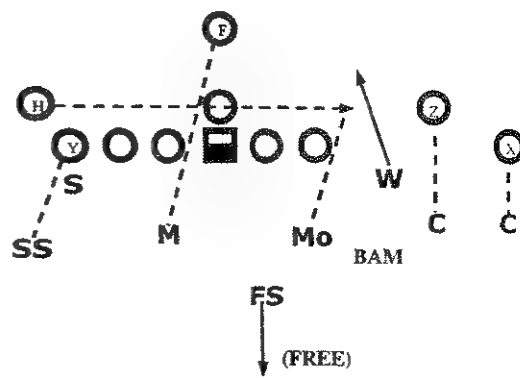
D

BLACK OUT H DIVIDE TO WHITE



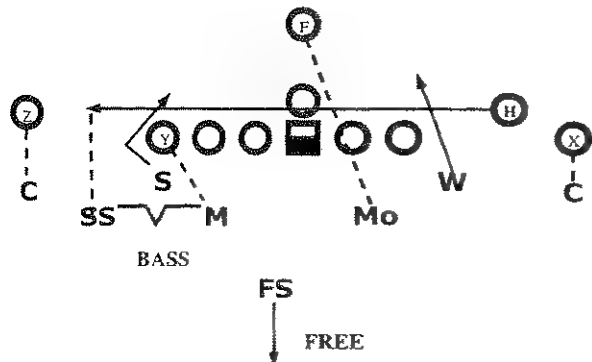
E

BLACK SLOT H DIVIDE WHITE SLOT



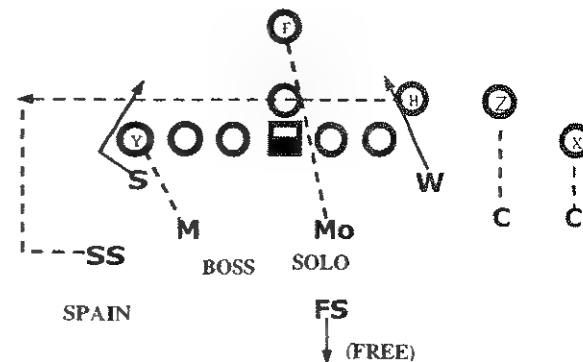
F

WHITE OUT H FLY TO BLACK OUT



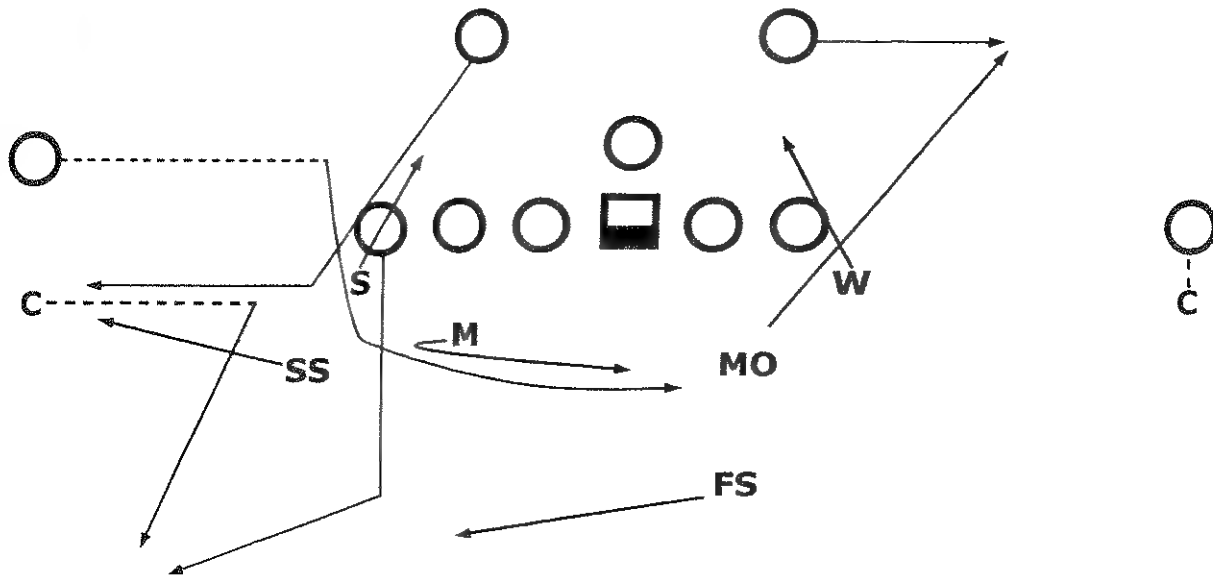
G

WHITE H FLY TO BLACK OUT SLOT



H

"BRADY"



WHEN BRADY APPLIES:

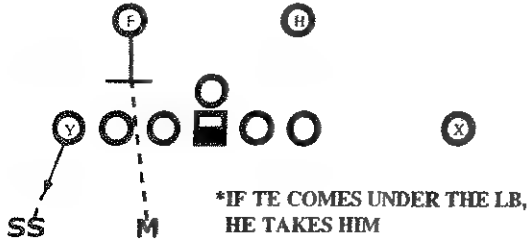
BRADY CALL IS USED VS A CLUSTER OF RECEIVERS IN MAN TO MAN COVERAGES

DEFENSIVE RESPONSIBILITIES:

- SAM: RUSH
- SS: 1ST REC. FLAT. COVER REC. FROM OUTSIDE IN
- SC: UPFIELD ROUTES OUTSIDE.
- FS: UPFIELD ROUTES INSIDE. WORK TOWARD TE SIDE.
- MIKE: 1ST INSIDE CUT MAN TO MAN. CARRY INSIDE ROUTE UNLESS FIRE BRADY. MAKE REC GO OVER TOP.
- MO: #2 WEAK MAN TO MAN. POSSIBLE BAM CALL. BE ALERT FOR FIRE BRADY VS BLACK, I, I NEAR, AND NEAR.

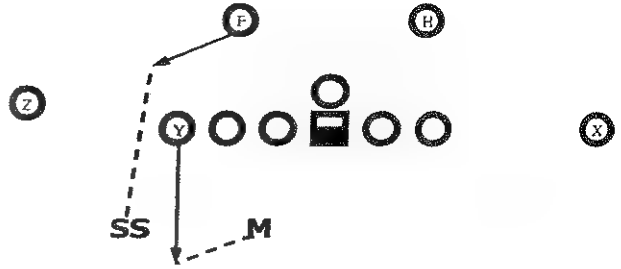
“BASS”

ASS: IN AND OUT COVERAGE BETWEEN A LB AND A SAFETY

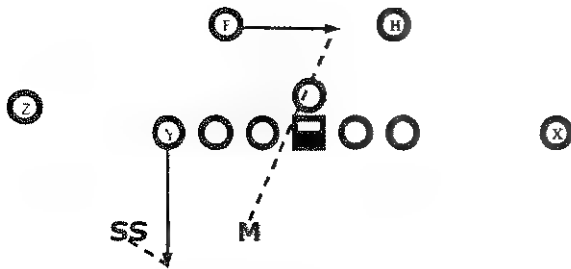


FB BLOCKS OR HESITATES: MIKE HAS FB, SS HAS TE

A B

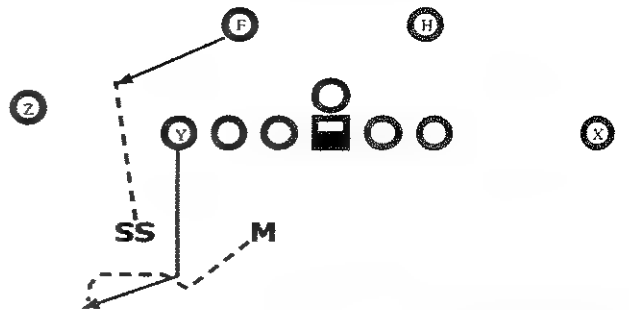


FB RELEASES WIDE: MIKE HAS TE, SS HAS FB

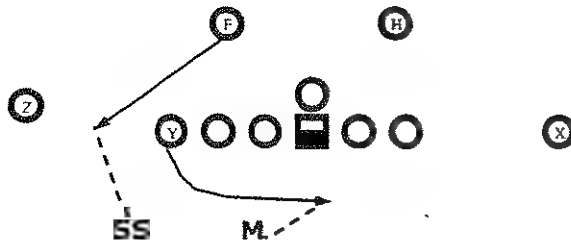


FB RELEASES INSIDE: MIKE HAS FB, SS HAS TE

C D

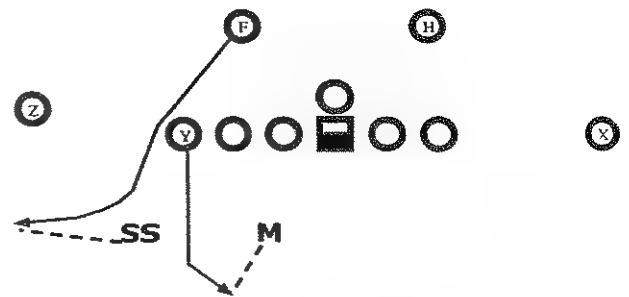


DOUBLE OUTSIDE RELEASE: SS HAS WIDEST ONE, MIKE HAS TE
CP MIKE SHOULD SLICE THE 7 CUT

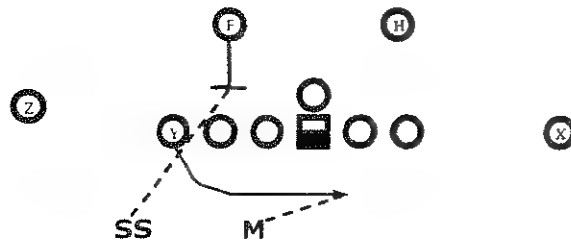


FB RELEASES WIDE: MIKE HAS TE, SS HAS FB

E F



STACK RELEASE: ZONE AND PICK UP RECEIVERS AS THEY DECLARE
SS OUTSIDE, MIKE INSIDE



TE RELEASES UNDER MIKE: MIKE COVER TE, SS TAKES THE BACK

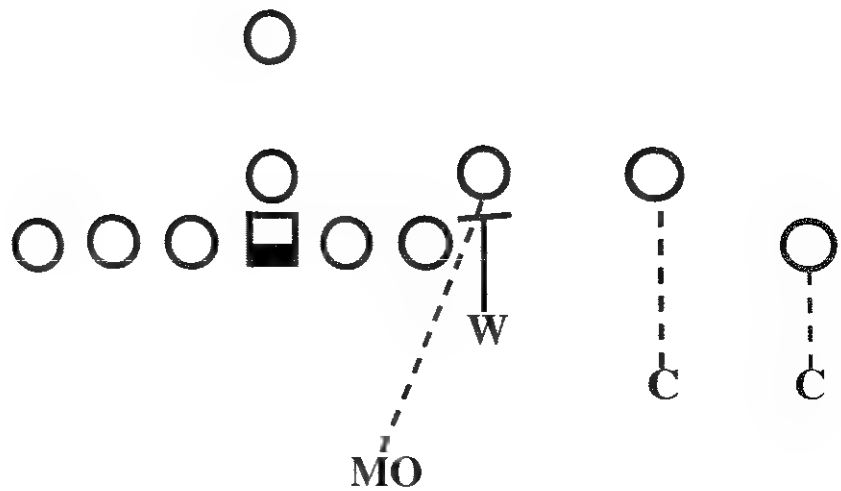
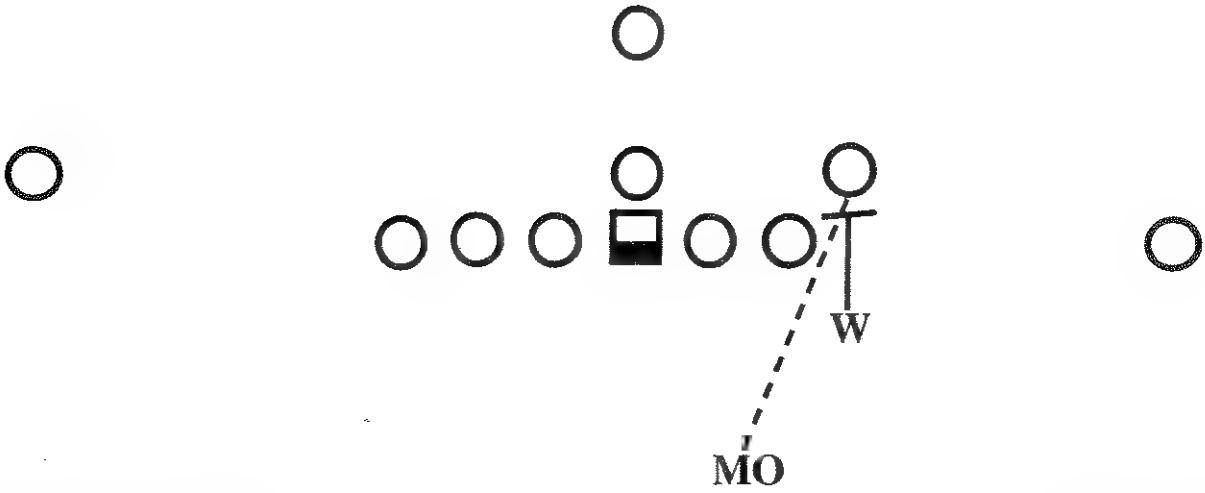
G H

“BAM”

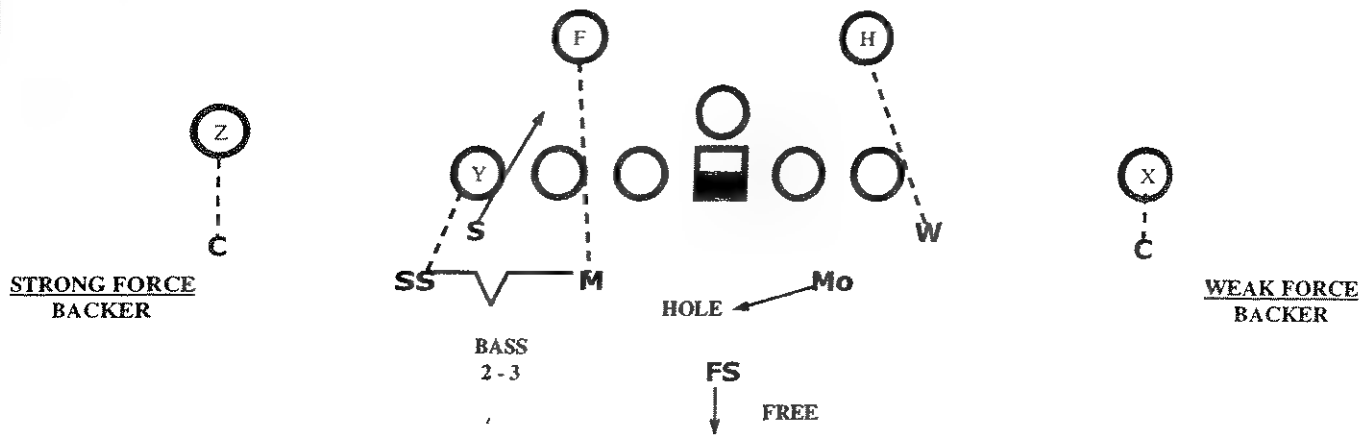
BAM:

USED IN MAN TO MAN COVERAGE.

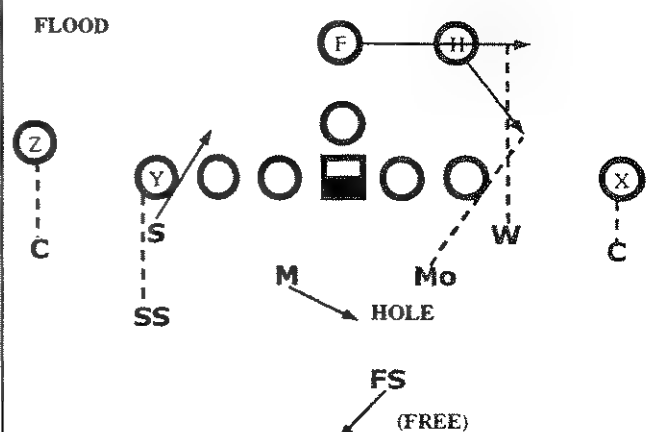
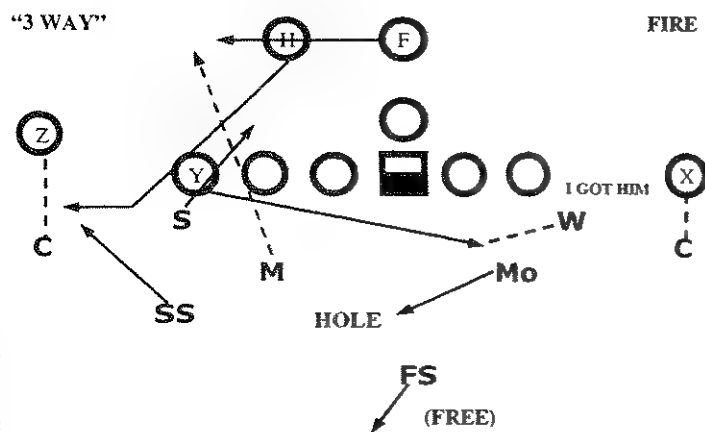
WILL LB JAMS THE MO'S MAN TO HELP IN COVERAGE.



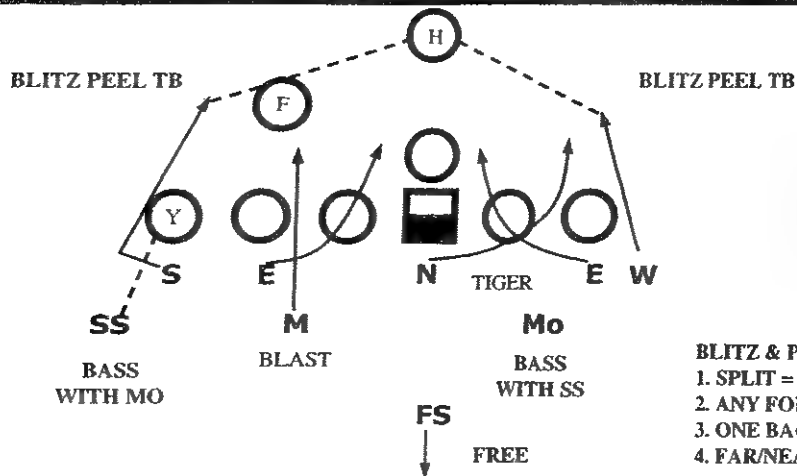
**COV. 1 HOLE
VS.
STANDARD SETS**



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	ALIGNMENT TO COVER #3	NORMAL	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	#3	FLOW OF #2 - 3	#2 WEAK
RESP	RUSH AND CONTAIN	#3 MAN TO MAN - POSSIBLE BASS WITH SS (3 ON 2 FREE LB IN HOLE)	HOLE (3 ON 2 FREE LB IN HOLE)	OUTSIDE MAN - #2 WEAK
FIRE	CONTAIN	3 WAY	HOLE	3 WAY
FLOOD	CONTAIN	HOLE	# 3 MAN TO MAN	#2 WEAK
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	HEAD UP BUMP	ACCORDING TO PRE SNAP LOOK	10-12 YDS DEEP OUTSIDE WEAK (OG)/(OT) GAP	HEAD UP BUMP
KEY	WR	TE	O-LINE TO FLOW	WR
RESP	OUTSIDE MAN TO MAN ON #1	POSSIBLE BASS WITH MIKE OUTSIDE MAN TO MAN ON #2	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE)	OUTSIDE MAN TO MAN ON #1
FIRE	PLAY IT	3 WAY	PLAY IT	PLAY IT
FLOOD	PLAY IT	MAN TO MAN ON TE	PLAY IT	PLAY IT

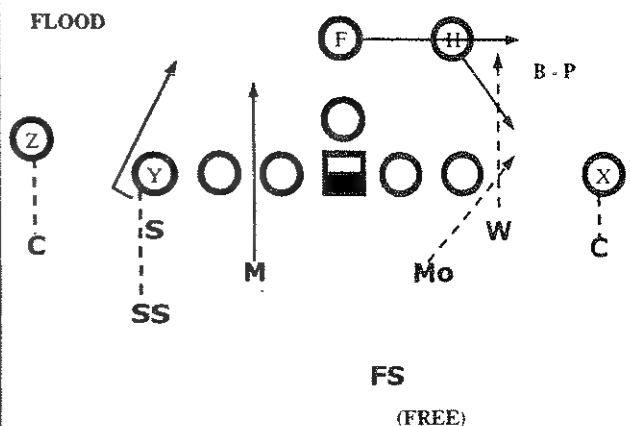
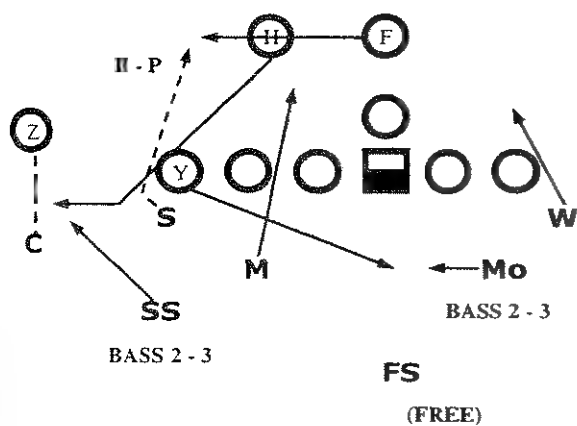


SWIM 1 PEEL VS. STANDARD SETS

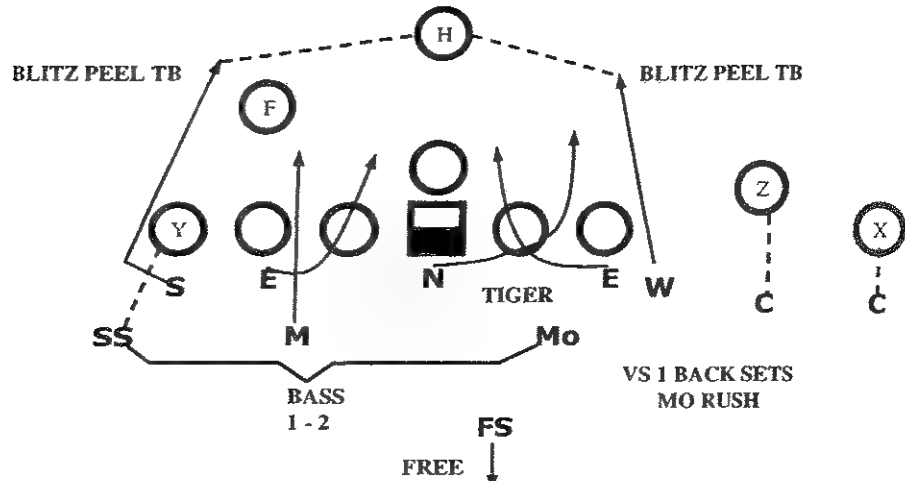


- BLITZ & PEEL RULES:**
1. SPLIT = FB
 2. ANY FORM OF I = TB
 3. ONE BACK = BACK
 4. FAR/NEAR = BACK BEHIND QB

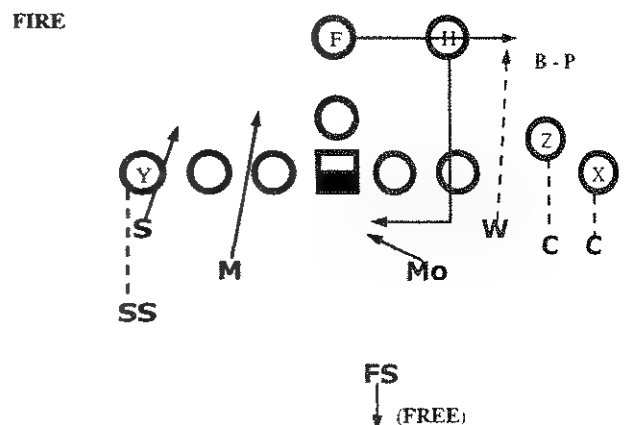
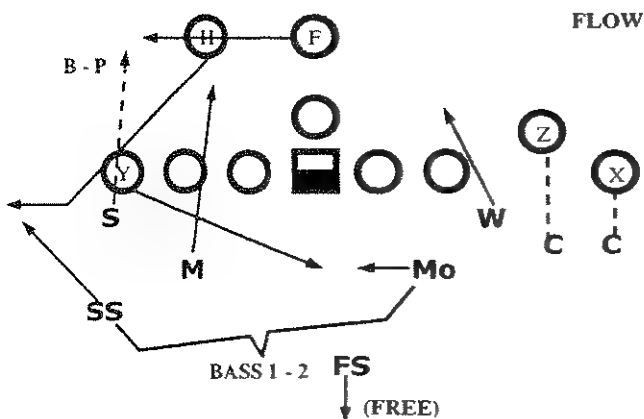
POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	OG - NEAR BACK - BALL	OFF GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	BLITZ AND PEEL	RUSH	BASS WITH SS - #2 WEAK MAN TO MAN	BLITZ AND PEEL
FIRE	BLITZ AND PEEL	PLAY IT	BASS WITH SS	BLITZ AND PEEL
FLOOD	BLITZ AND PEEL	PLAY IT	#2 WEAK	BLITZ AND PEEL
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	HEAD UP BUMP	ACCORDING TO PRE SNAP LOOK	10-12 YDS DEEP OUTSIDE WEAK (OG)/(OT) GAP	HEAD UP BUMP
KEY	WR	TE	O-LINE TO FLOW	WR
RESP	OUTSIDE MAN TO MAN ON #1	POSSIBLE BASS WITH MO OUTSIDE MAN TO MAN ON #2	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE)	OUTSIDE MAN TO MAN ON #1
FIRE	PLAY IT	BASS WITH MO	PLAY IT	PLAY IT
FLOOD	PLAY IT	MAN TO MAN ON TE	PLAY IT	PLAY IT



SWIM 1 PEEL VS. SLOT SETS



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	OG - NEAR BACK - BALL	OFF GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	BLITZ AND PEEL	RUSH	BASS WITH SS - #3 WEAK MAN TO MAN	BLITZ AND PEEL
FLOW	BLITZ AND PEEL	PLAY IT	BASS WITH SS	BLITZ AND PEEL
FIRE	BLITZ AND PEEL	PLAY IT	#3 WEAK	BLITZ AND PEEL
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	HEAD UP BUMP CP COULD PLAY "OFF" TECH	3 X 5 YDS OUTSIDE TE	10-12 YDS DEEP OUTSIDE WEAK (OG)(OT) GAP	HEAD UP BUMP
KEY	WR	TE - NEAR BACK	O-LINE TO FLOW	WR
RESP	OUTSIDE MAN TO MAN ON #1	POSSIBLE BASS WITH MO OUTSIDE MAN TO MAN ON #1	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE)	OUTSIDE MAN TO MAN ON #2
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT



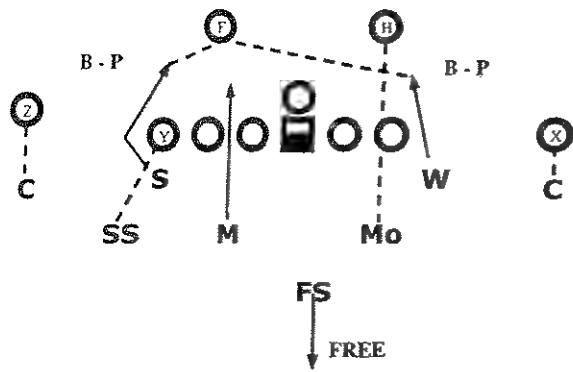
STANDARD

FORMATIONS

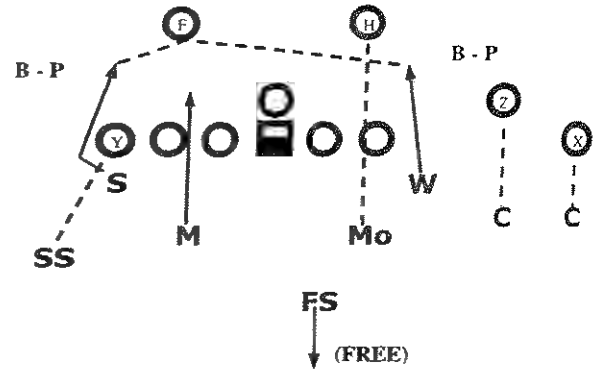
SLOT

PRO

SLOT



A

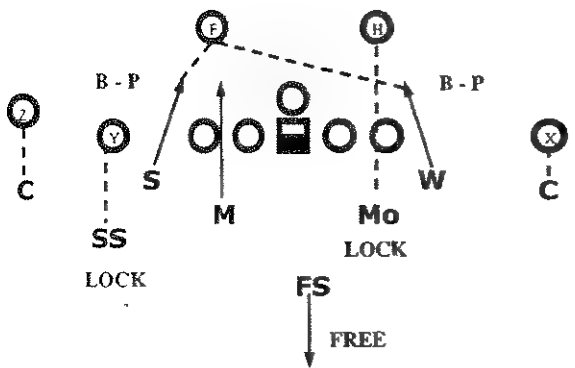


B

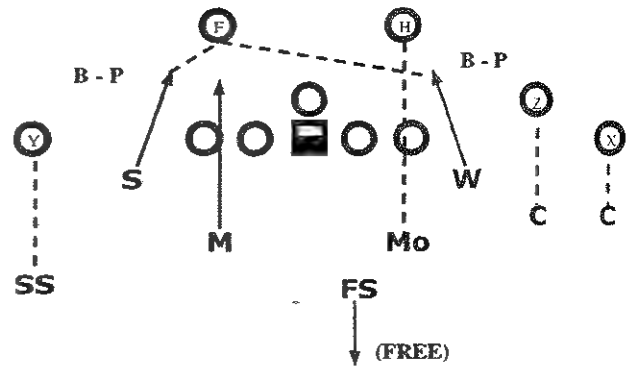
TE VARIATIONS = LOCK

TE FLEX

TE OPEN



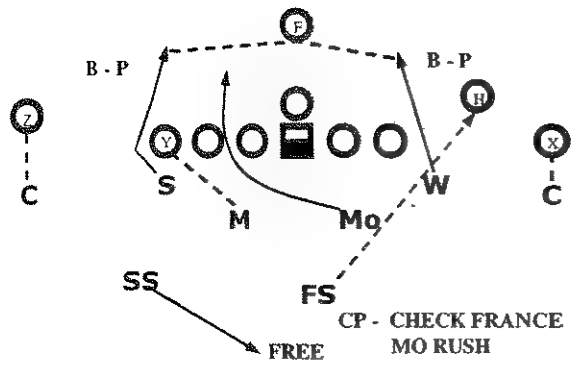
C



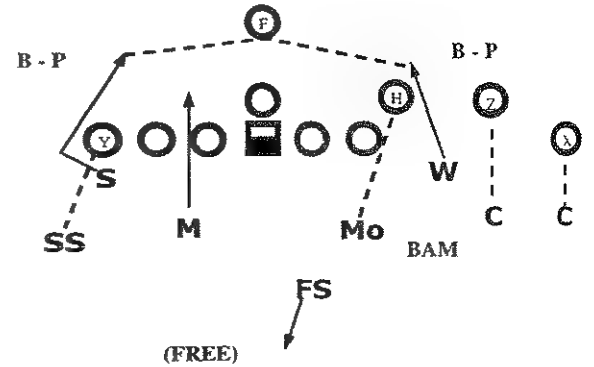
D

WHITE OUT

WHITE SLOT



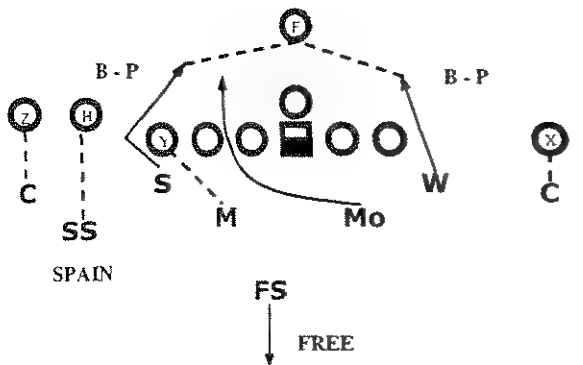
E



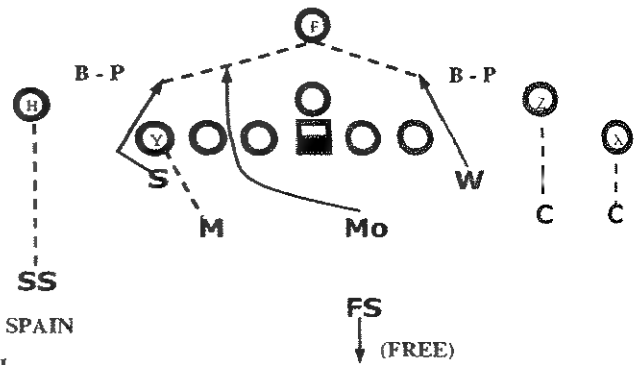
F

BLACK OUT

BLACK OUT SLOT



G

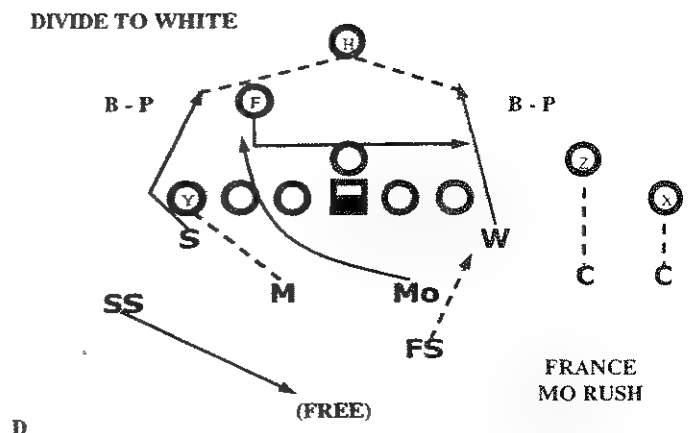
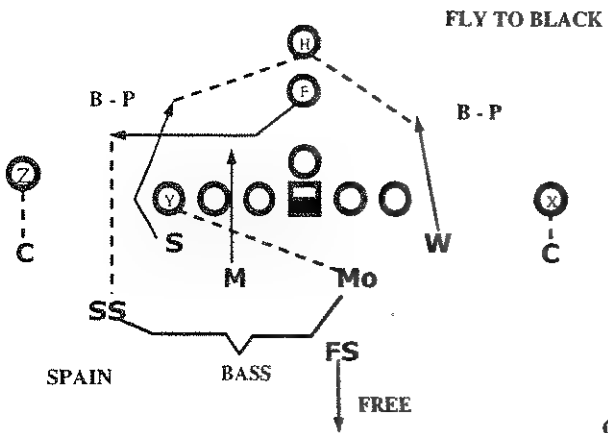
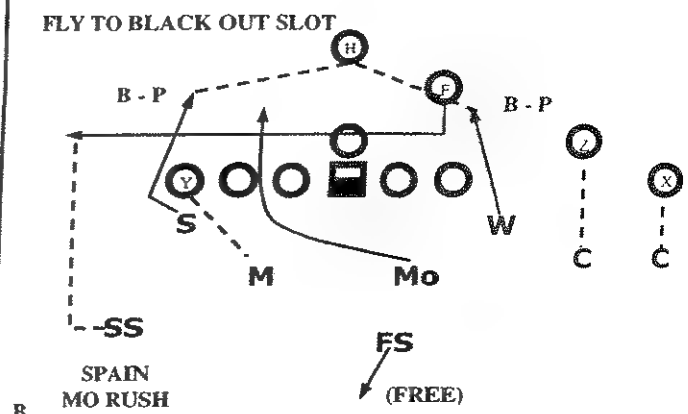
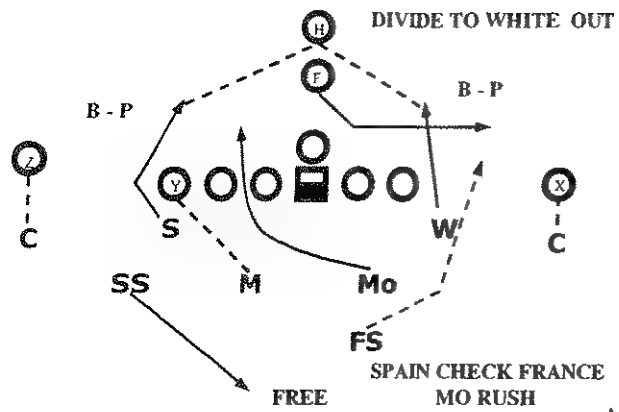


H

STANDARD

BACK MOTION

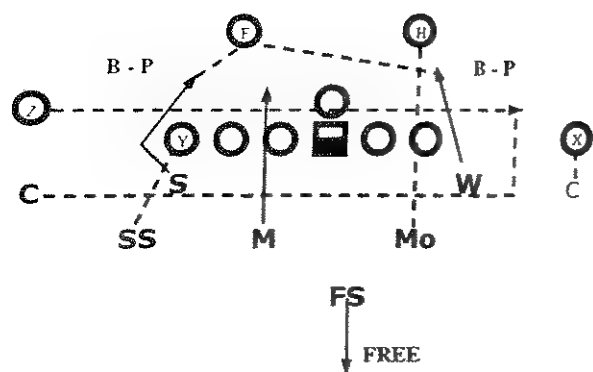
SLOT



E F

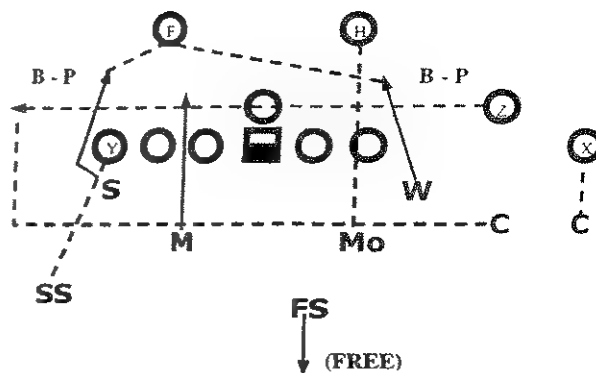
G H

DIVIDE TO SLOT



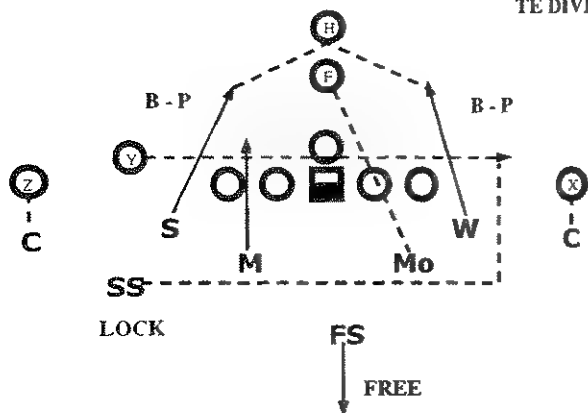
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FLY TO PRO



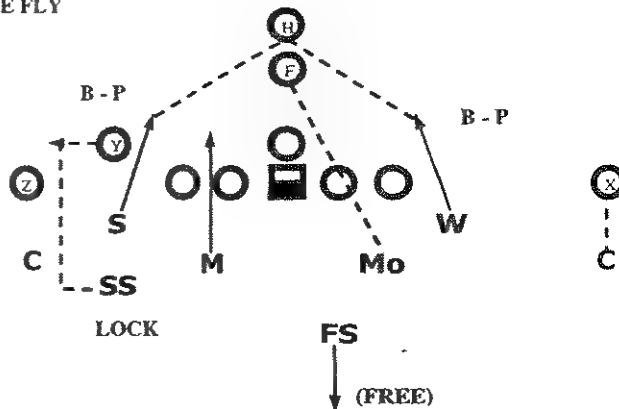
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TE DIVIDE



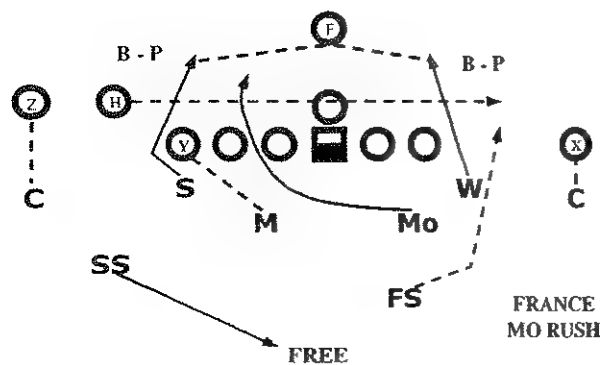
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TE FLY



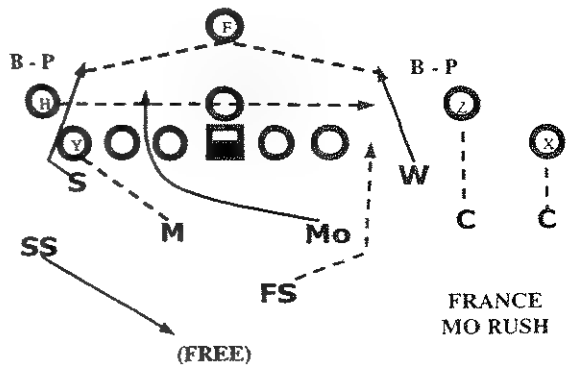
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BLACK OUT H DIVIDE TO WHITE



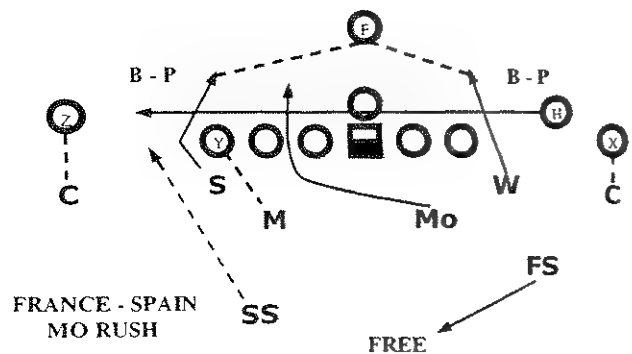
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BLACK SLOT H DIVIDE WHITE SLOT



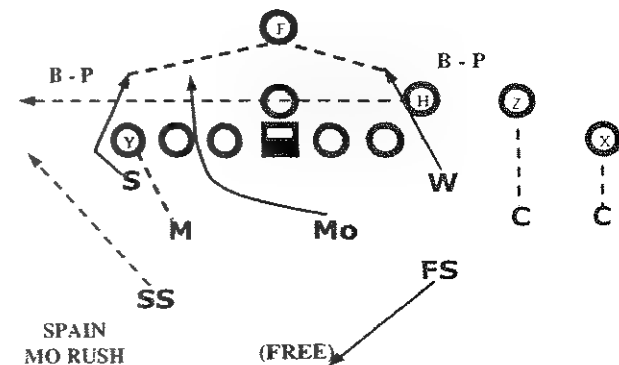
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WHITE OUT H FLY TO BLACK OUT



G

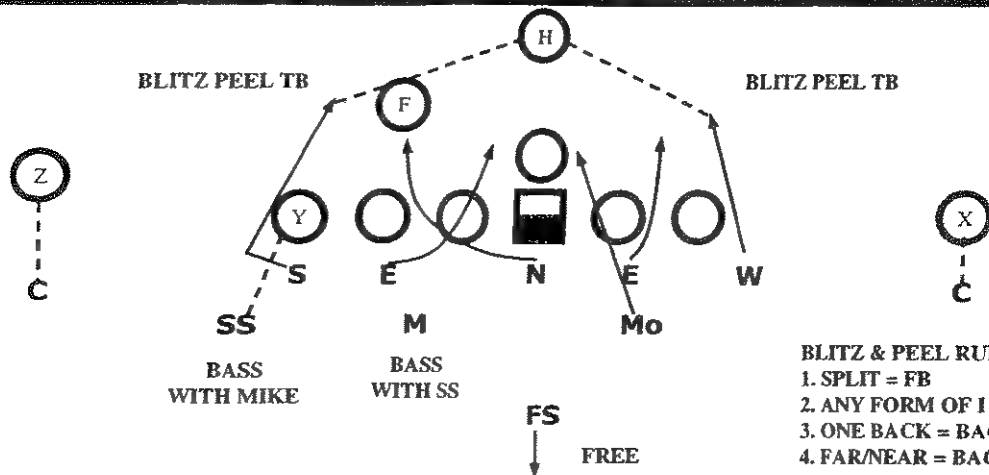
WHITE H FLY TO BLACK OUT SLOT



H

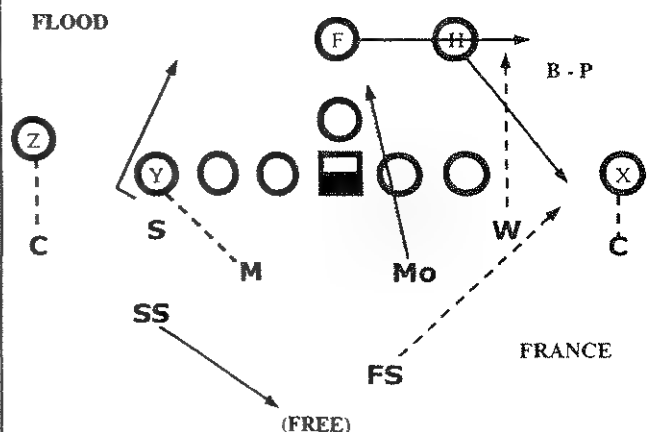
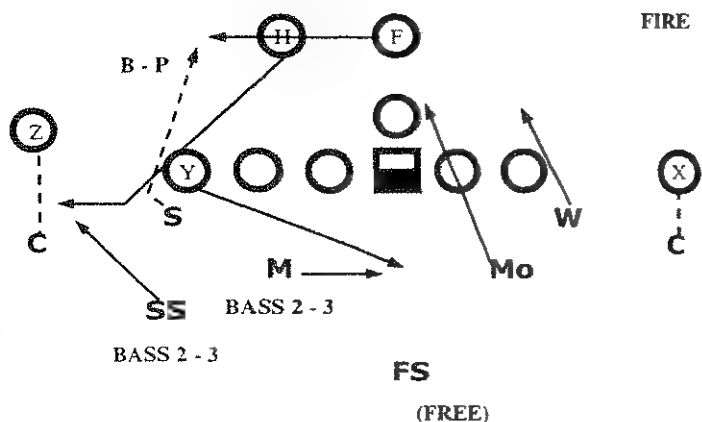
FRANCE - SPAIN
MO RUSHSPAIN
MO RUSH

SOW 1 PEEL VS. STANDARD SETS

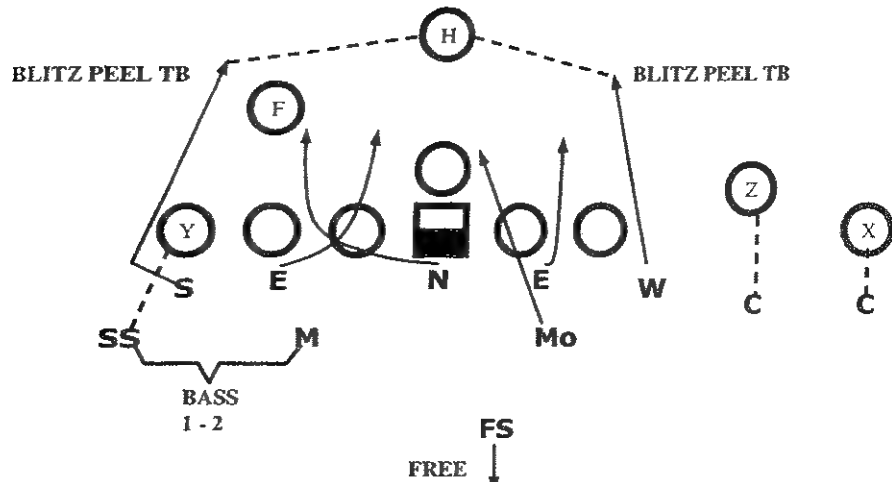


- BLITZ & PEEL RULES:**
1. SPLIT = FB
 2. ANY FORM OF I = TB
 3. ONE BACK = BACK
 4. FAR/NEAR = BACK BEHIND QB

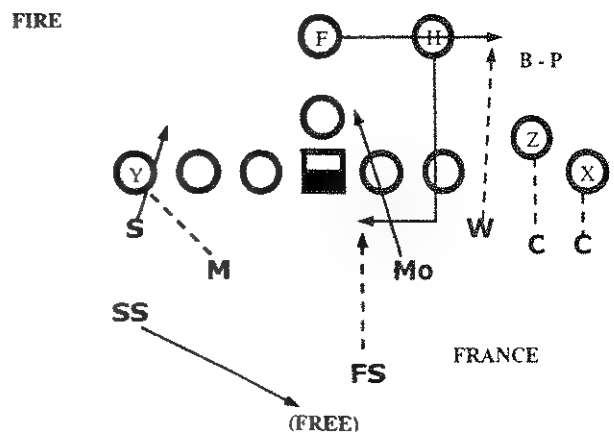
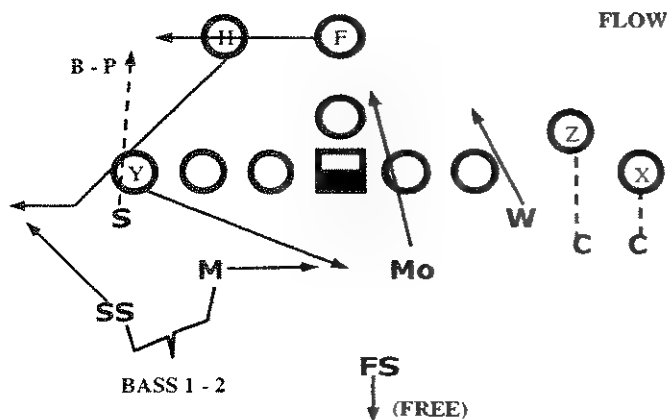
POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	OG - NEAR BACK - BALL	OFF GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	BLITZ AND PEEL	BASS WITH SS CP FRANCE TAKE TE MAN TO MAN	RUSH	BLITZ AND PEEL
FIRE	BLITZ AND PEEL	BASS WITH SS	RUSH	BLITZ AND PEEL
FLOOD	BLITZ AND PEEL	PLAY IT	RUSH	BLITZ AND PEEL
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	HEAD UP BUMP	ACCORDING TO PRE SNAP LOOK	10-12 YDS DEEP OUTSIDE WEAK (OG)/(OT) GAP	HEAD UP BUMP
KEY	WR	TE	O-LINE TO FLOW	WR
RESP	OUTSIDE MAN TO MAN ON #1	POSSIBLE BASS WITH MIKE OUTSIDE MAN TO MAN ON #2 CP FRANCE = DEEP MIDDLE	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE) CP FRANCE = #2 WEAK	OUTSIDE MAN TO MAN ON #1
FIRE	PLAY IT	BASS WITH MIKE	PLAY IT	PLAY IT
FLOOD	PLAY IT	MAN TO MAN ON TE	PLAY IT	PLAY IT



SOW 1 PEEL VS. SLOT SETS



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	OG - NEAR BACK - BALL	OFF GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	BLITZ AND PEEL	BASS WITH SS MAN TO MAN	RUSH	BLITZ AND PEEL
FLOW	BLITZ AND PEEL	BASS WITH SS	RUSH	BLITZ AND PEEL
FIRE	BLITZ AND PEEL	PLAY IT	RUSH	BLITZ AND PEEL
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	HEAD UP BUMP CP COULD PLAY "OFF" TECH	3 X 5 YDS OUTSIDE TE	10-12 YDS DEEP OUTSIDE WEAK (OG)/(OT) GAP	HEAD UP BUMP
KEY	WR	TE - NEAR BACK	O-LINE TO FLOW	WR
RESP	OUTSIDE MAN TO MAN ON #1	POSSIBLE BASS WITH MIKE OUTSIDE MAN TO MAN ON #2 CP FRANCE = DEEP MIDDLE	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE) CP FRANCE = #2 WEAK	OUTSIDE MAN TO MAN ON #2
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT



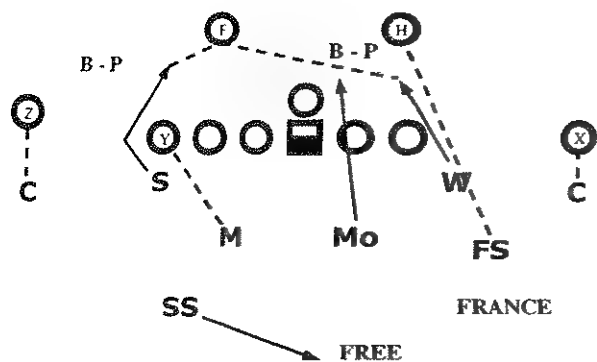
STANDARD

FORMATIONS

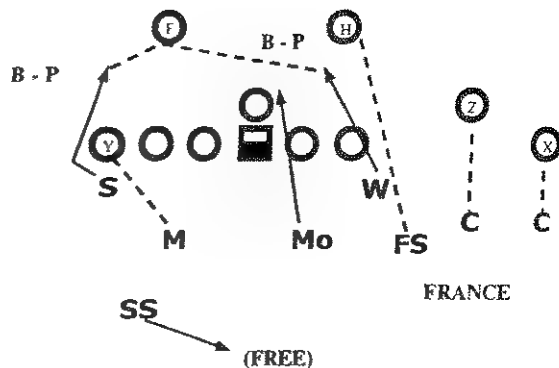
SLOT

PRO

SLOT



A

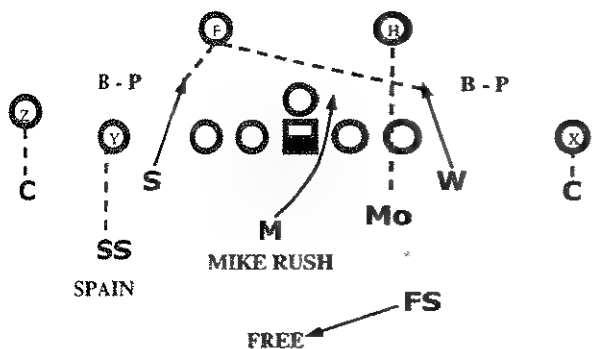


B

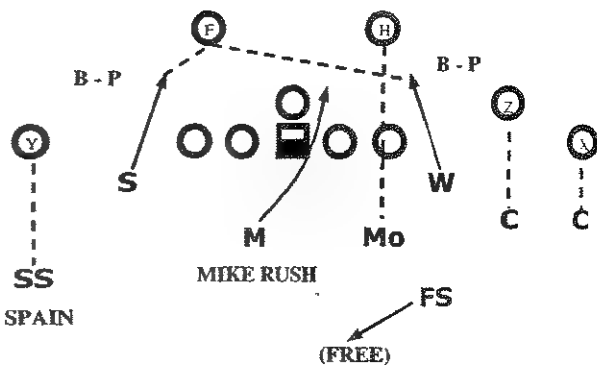
TE VARIATIONS = LOCK

TE FLEX

TE OPEN



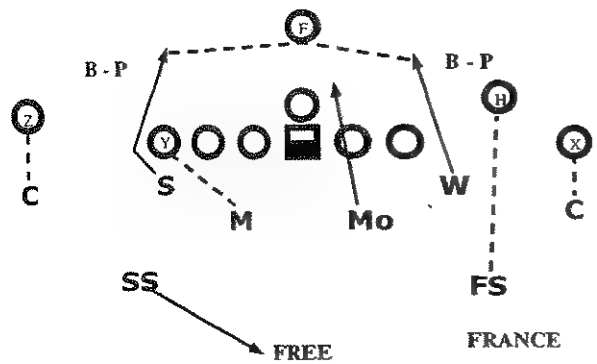
C



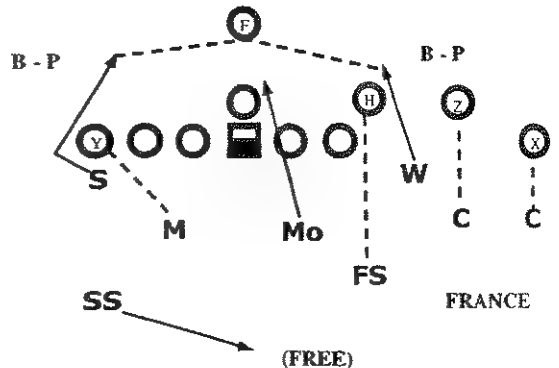
D

WHITE OUT

WHITE SLOT



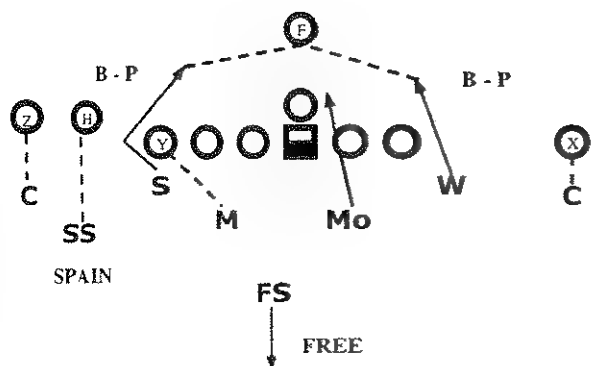
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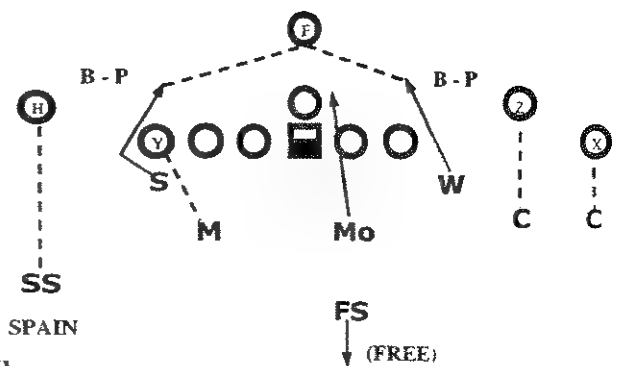
F

BLACK OUT

BLACK OUT SLOT



G



H

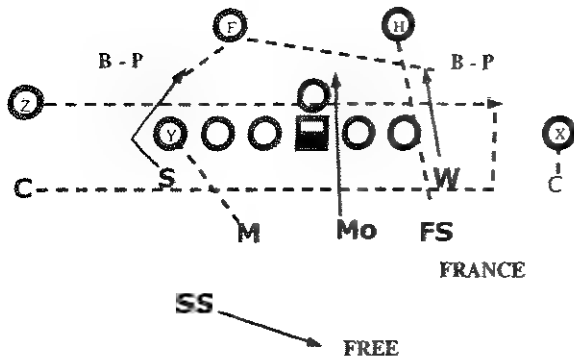
SLOT

**E****F**

G

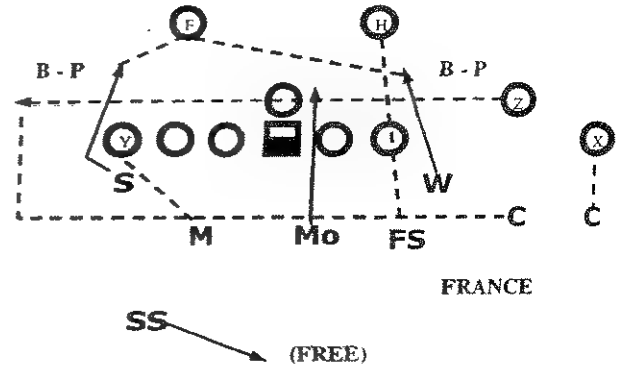
H

DIVIDE TO SLOT



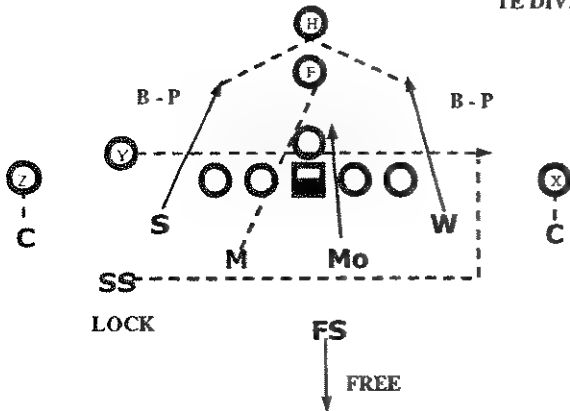
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FLY TO PRO



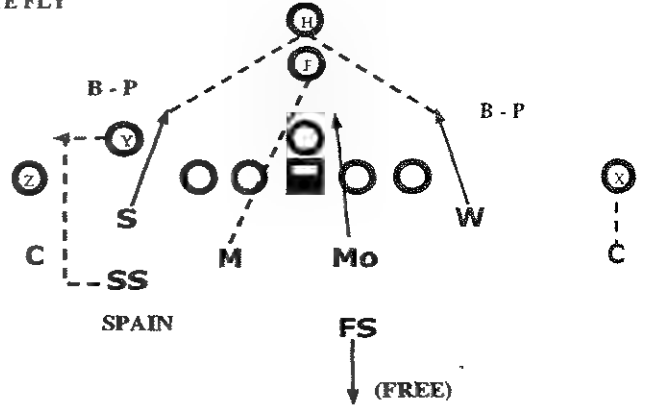
B

TE DIVIDE



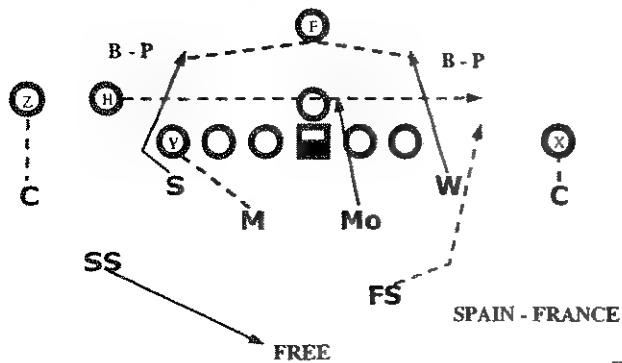
C

TE FLY



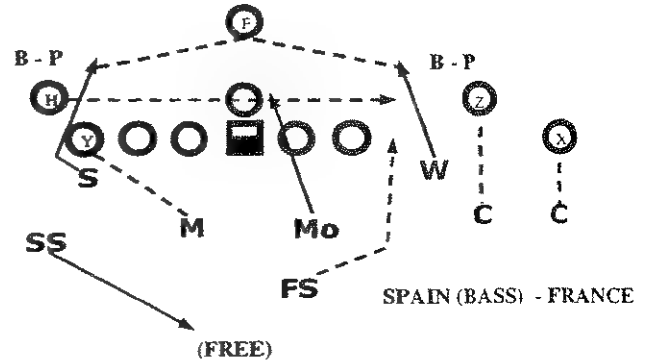
D

BLACK OUT H DIVIDE TO WHITE



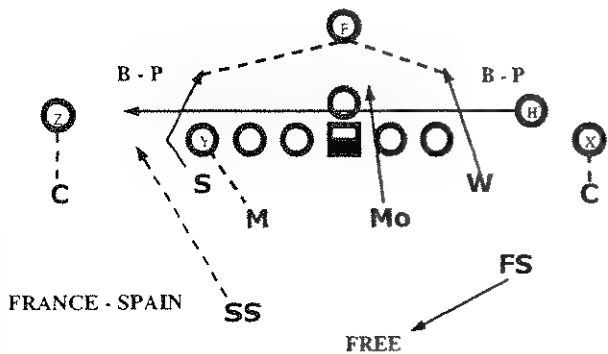
E

BLACK SLOT H DIVIDE WHITE SLOT



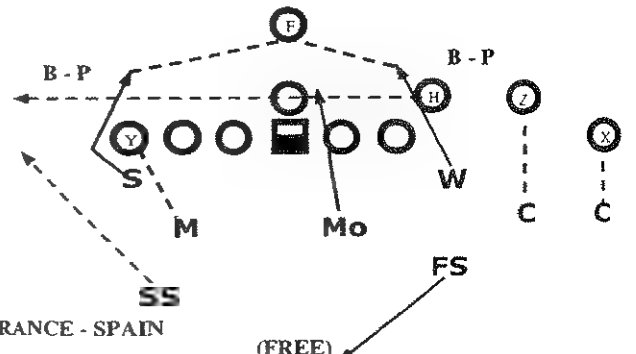
F

WHITE OUT H FLY TO BLACK OUT



G

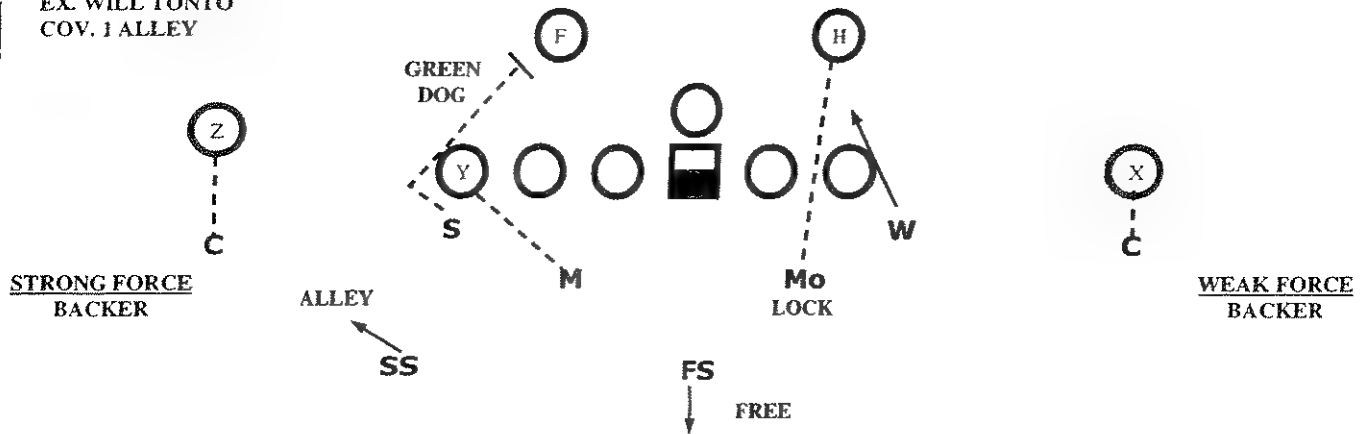
WHITE H FLY TO BLACK OUT SLOT



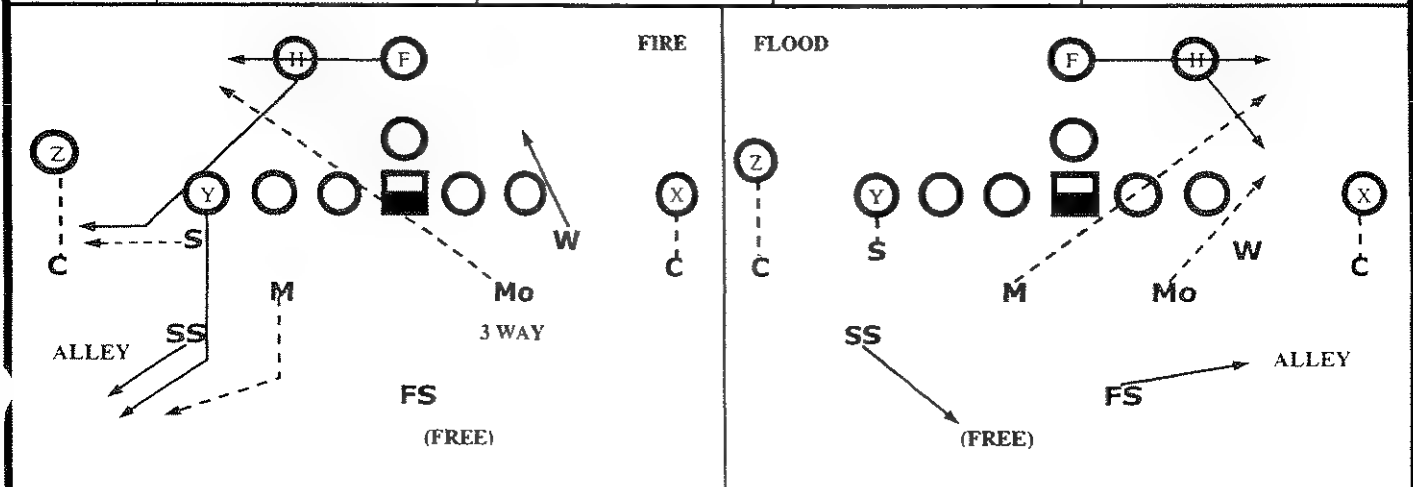
H

COV. 1 ALLEY VS. STANDARD SETS

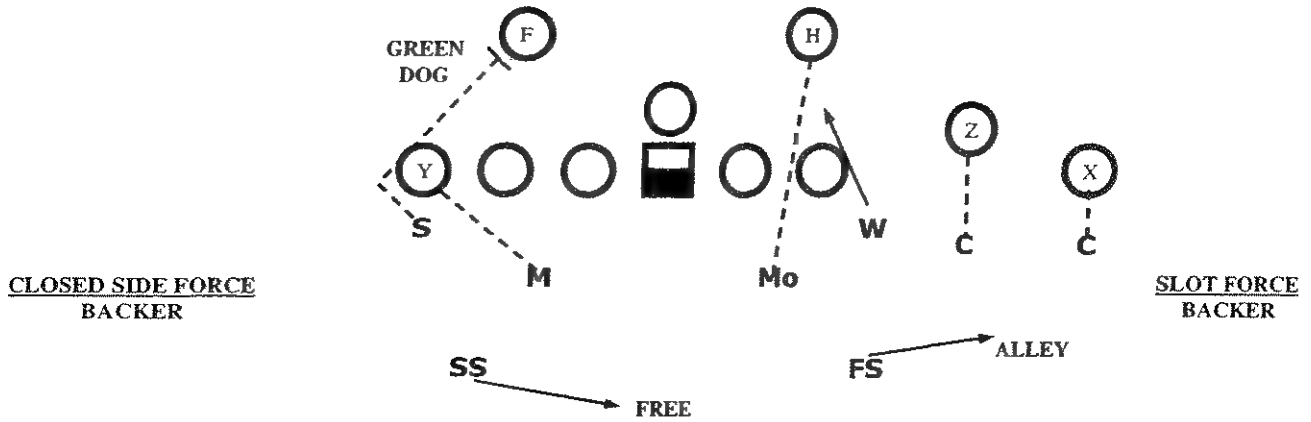
EX. WILL TONTO
COV. 1 ALLEY



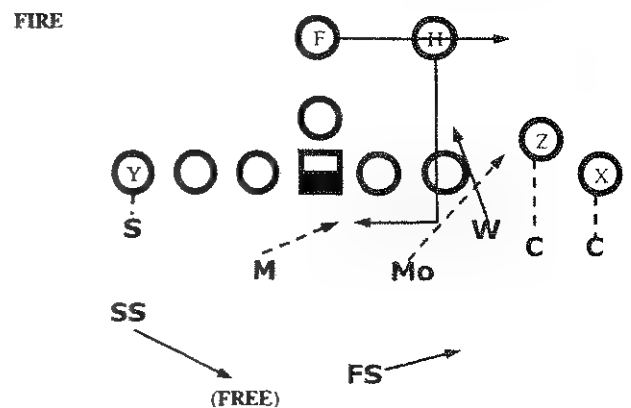
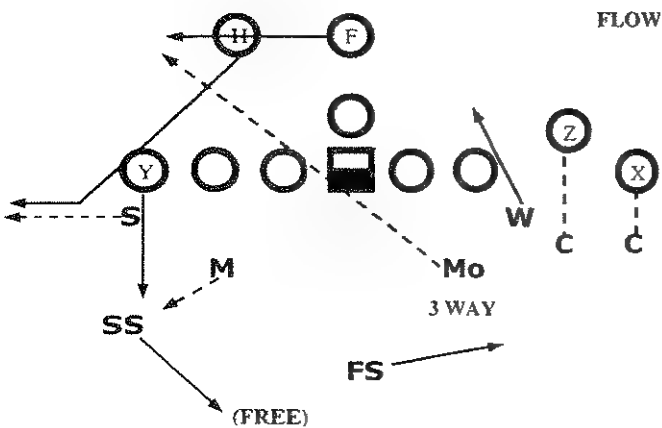
POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	ALIGNMENT TO COVER #3	ALIGNMENT TO COVER #2 WEAK	WEAK SIDE OF CORE
KEY	#2 - 3	#2 - 3	#2 WEAK	BALL AND TRIANGLE
RESP	GREEN DOG NEAR BACK	LOCK / IOWA WITH MO	LOCK / IOWA WITH MIKE ALERT BAM	RUSH AND CONTAIN ALERT BAM
FIRE	GREEN DOG NEAR BACK	LOCK / IOWA WITH MO	LOCK / IOWA WITH MIKE	CONTAIN
FLOOD	LOCK ON TE	LOCK / IOWA WITH MO	LOCK / IOWA WITH MIKE	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	HEAD UP BUMP	OUTSIDE SHADE OF #2 8 - 10 YDS DEEP	10-12 YDS DEEP OUTSIDE WEAK (OG)/(OT) GAP	HEAD UP BUMP
KEY	WR	TE - NEAR BACK	O-LINE TO FLOW	WR
RESP	OUTSIDE MAN TO MAN ON #1	ALLEY - HELP LB DEEP CP WK SET = DEEP 1/3	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE) CP WK SET = ALLEY	OUTSIDE MAN TO MAN ON #1
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOOD	PLAY IT	PLAY IT	PLAY IT	PLAY IT



COV. 1 ALLEY VS. SLOT SETS

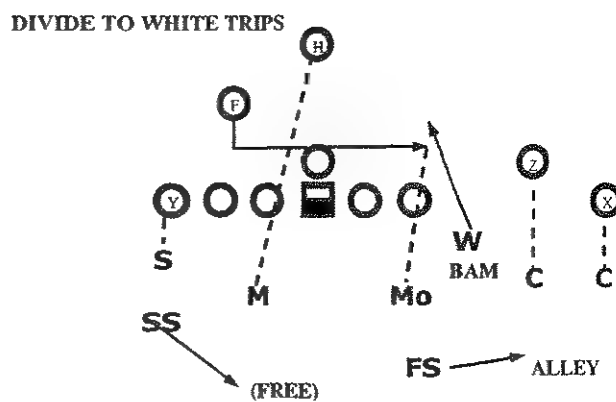
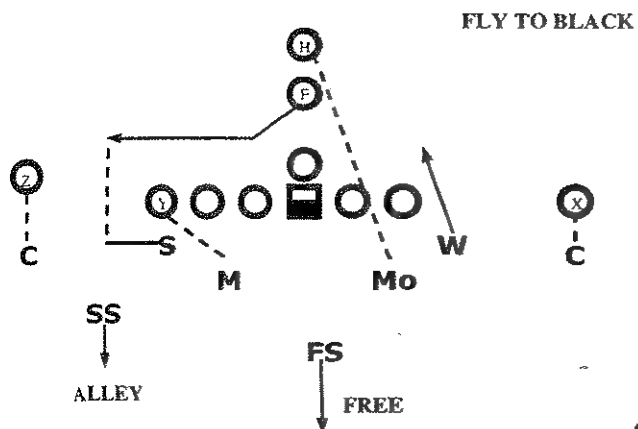
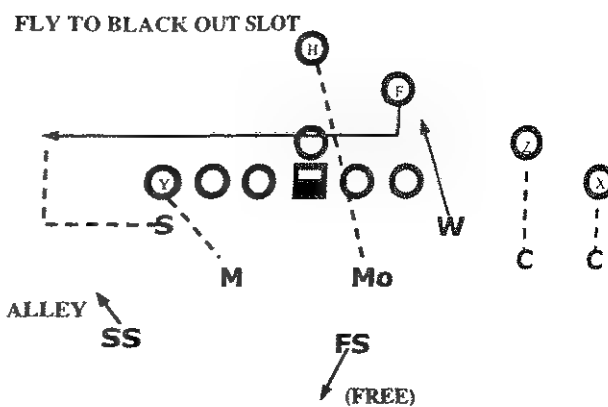
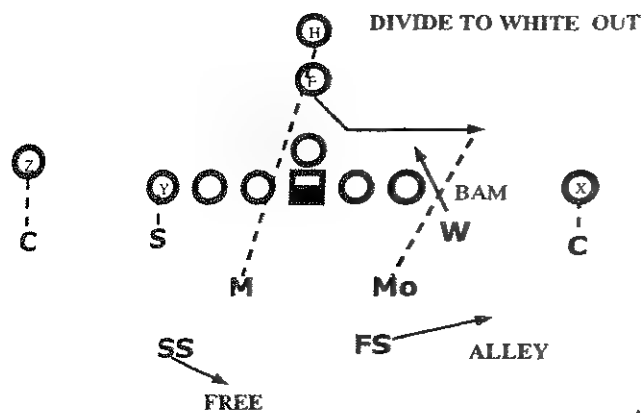


POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	ALIGNMENT TO COVER #1 - 2	ALIGNMENT TO COVER #3	WEAK SIDE OF CORE
KEY	#1 - 2	#1 - 2	#3	BALL AND TRIANGLE
RESP	GREEN DOG NEAR BACK	LOCK / IOWA WITH MO	LOCK / IOWA WITH MIKE	RUSH AND CONTAIN
FLOW	GREEN DOG NEAR BACK	LOCK / IOWA WITH MO	LOCK / IOWA WITH MIKE	CONTAIN
FIRE	LOCK ON TE	LOCK / IOWA WITH MO	LOCK / IOWA WITH MIKE	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	HEAD UP BUMP CP COULD PLAY "OFF" TECH	8 - 10 YDS DEEP INSIDE SHADE OF THE TE	8 - 10 YDS DEEP (OG) (OT) GAP	HEAD UP BUMP
KEY	WR	O - LINE TO FLOW	#2 - 3	WR
RESP	OUTSIDE MAN TO MAN ON #1	DEEP MIDDLE 1/3 - LOOK TO HELP ON POST ROUTES (FREE)	ALLEY - HELP CORNER AND LB DEEP	INSIDE MAN TO MAN ON #2
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT



SLOT

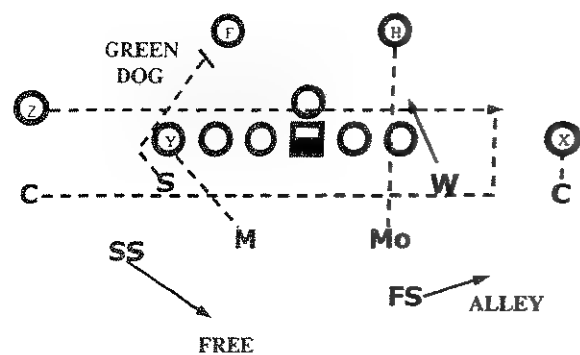




E F

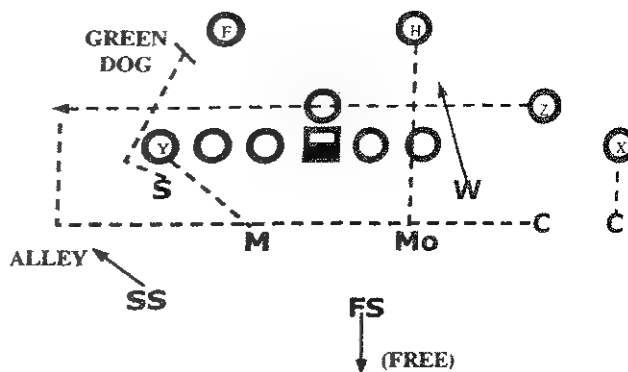
G H

DIVIDE TO SLOT



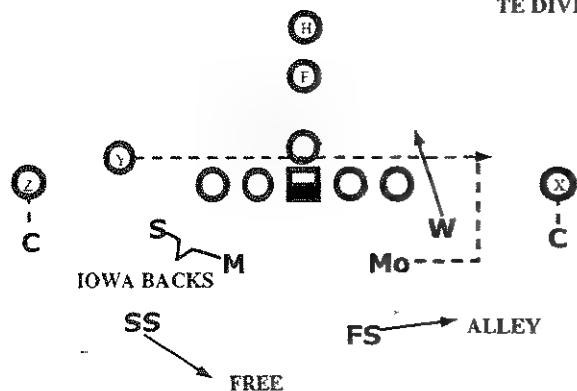
A

FLY TO PRO



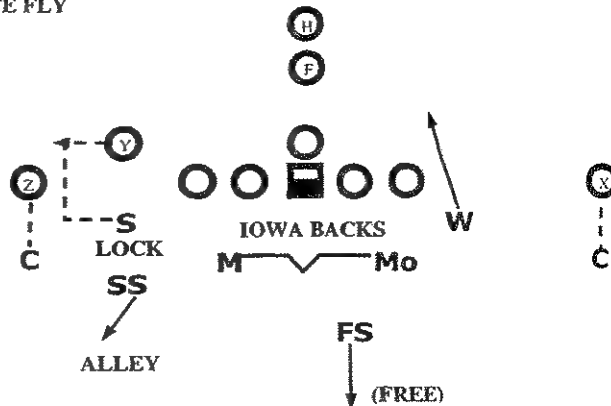
B

TE DIVIDE



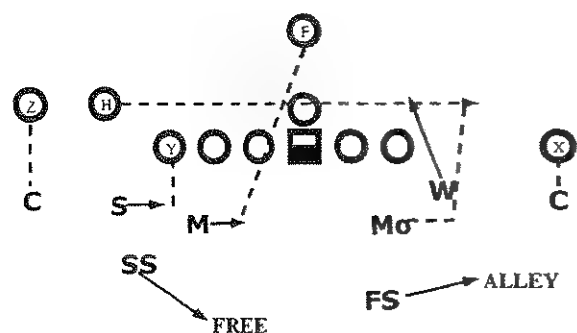
C

TE FLY



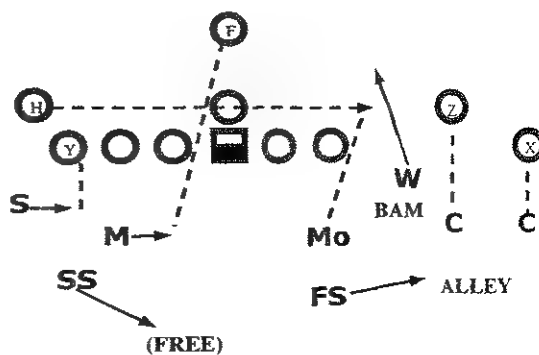
D

BLACK OUT H DIVIDE TO WHITE



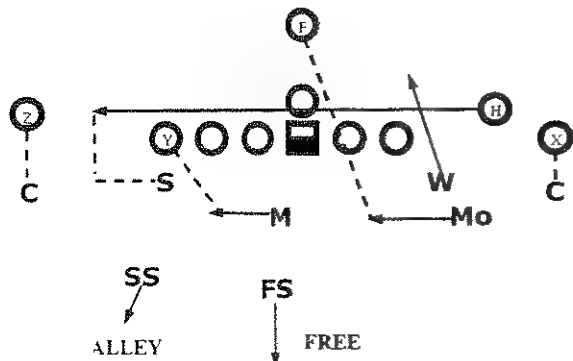
E

BLACK SLOT H DIVIDE WHITE SLOT TRIPS



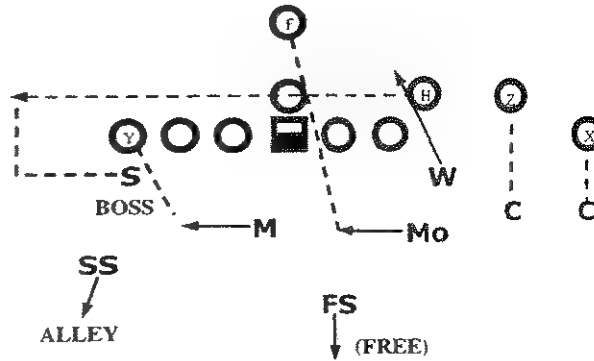
F

WHITE OUT H FLY TO BLACK OUT



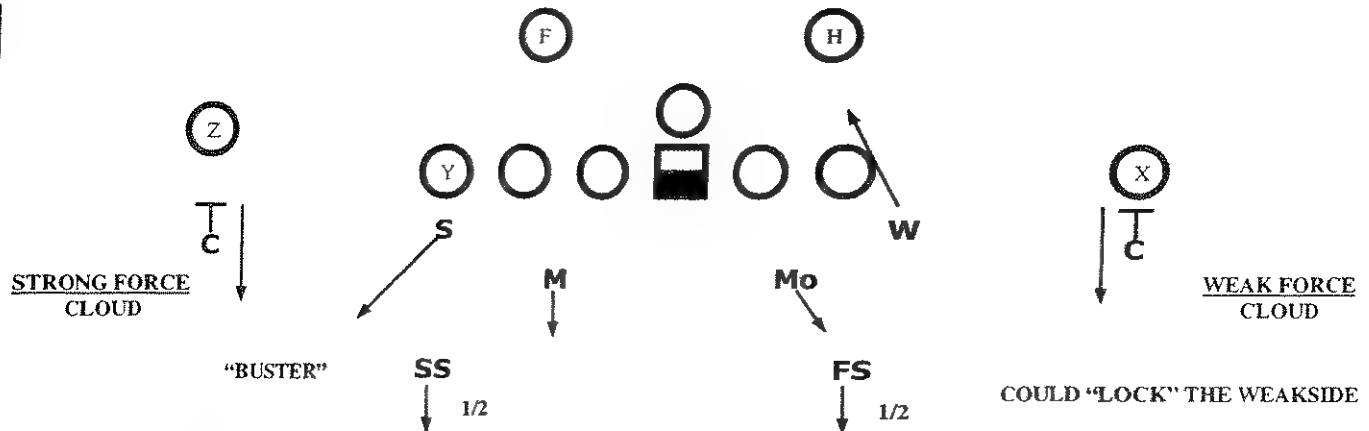
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WHITE H FLY TO BLACK OUT SLOT

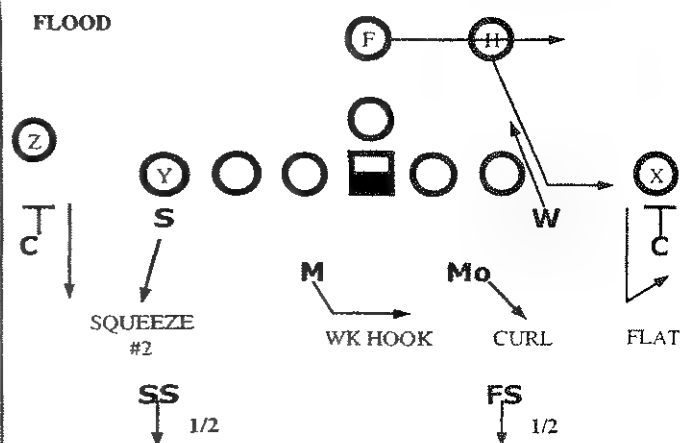
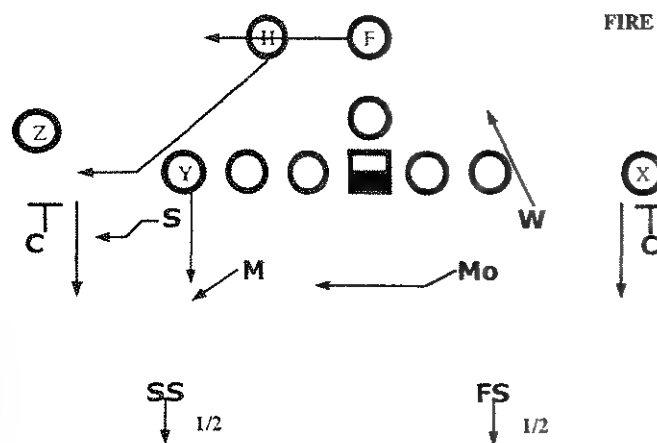


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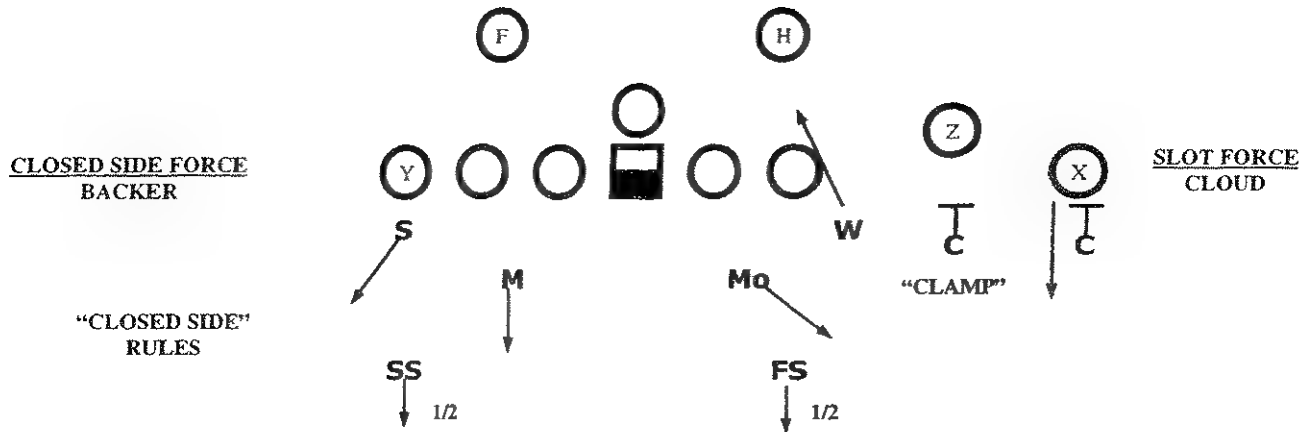
**COV.2
VS.
STANDARD SETS**



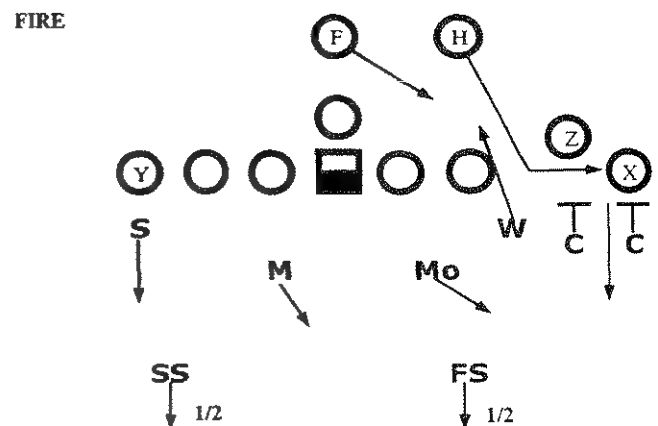
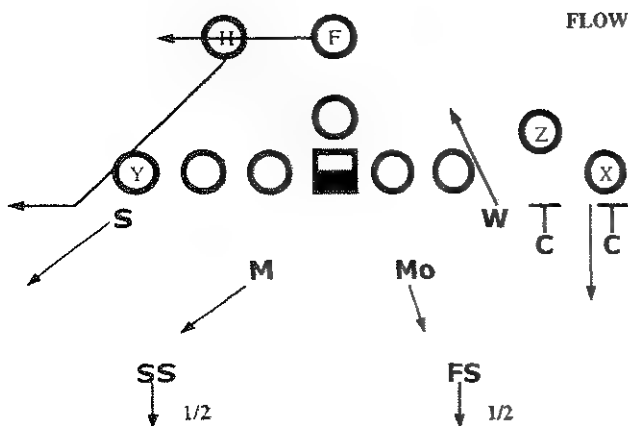
POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	TE - NEAR BACK	GUARD - NEAR BACK	GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	JAM TE - START DROP OFF THE RELEASE OF #2 - 3 (UNIT RULE) BUSTER TO FLAT	DROP OFF THE RELEASE OF #2 - 3 (UNIT RULE)	ZONE DROP OFF #2 WEAK CLUE WITH CB IF #2 INSIDE SQUEEZE	RUSH AND CONTAIN
FIRE	ZONE 3 - WAY	ZONE 3 WAY	ZONE 3 - WAY	RUSH AND CONTAIN
FLOOD	SQUEEZE REMAINING RECEIVER	WK HOOK	CURL	RUSH AND CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	OUTSIDE SHADE	10 - 12 YDS DEEP OUTSIDE SHADE OF TE	10 - 12 YDS DEEP (OG) (OT) GAP	OUTSIDE SHADE
KEY	#1 - 2 - 3	TE - OL - FLOW	FLOW - OL - RECEIVERS	#1 - 2
RESP	FORCE #1 INSIDE - CLUE #2 BUSTER	ZONE DEEP 1/2	ZONE DEEP 1/2	FORCE #1 INSIDE - CLUE #2 WITH MO ZONE
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOOD	PLAY IT	PLAY IT	PLAY IT	PLAY IT



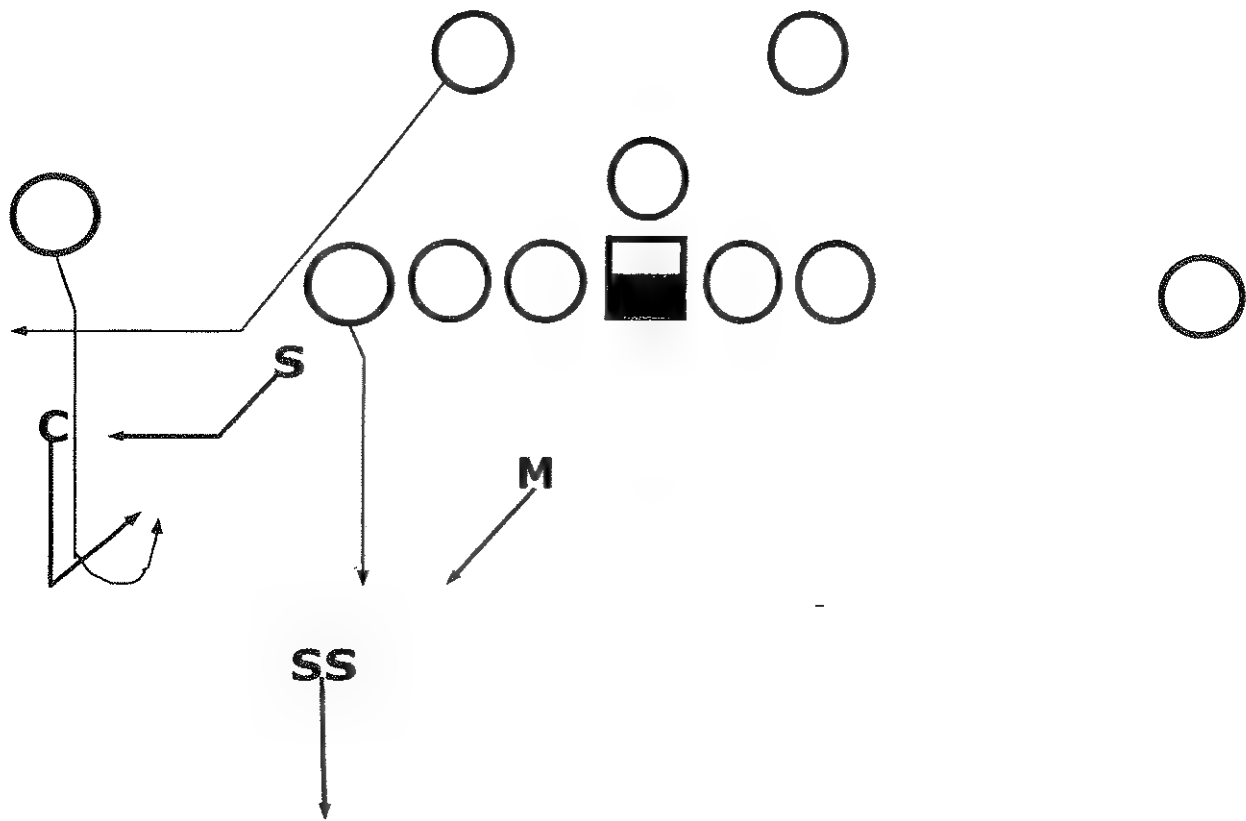
**COVER 2
VS.
SLOT SETS**



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	TE - NEAR BACK	GUARD - NEAR BACK	GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	CLOSED SIDE RULE	CLOSED SIDE RULE	CLAMP = CLUE NO CLAMP = UNIT RULE WITH INSIDE CORNER	RUSH AND CONTAIN
FLOW	WIDER THAN WIDEST	CLOSED SIDE RULE	HOOK CHECK FOR CROSSER	CONTAIN
FIRE	SQUEEZE REMAINING RECEIVER	PUSH TOWARD FIRE WITH DEPTH	CURL	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	OUTSIDE #1 CP BUMP OR OFF	10 - 12 YDS DEEP INSIDE SHADE OF TE	10 - 12 YDS DEEP OG - OT GAP	CLAMP - INSIDE #2
KEY	#1 - 2 - 3	FLOW - OL - RECEIVERS RELEASE	FLOW - OL - RECEIVERS RELEASE	#2 - 1
RESP	FORCE #1 INSIDE CLUE #2 ZONE	CLOSED SIDE RULE - 1 ST REC DEEP - 2 ND REC DEEP 1/2 NO THREAT SLOUGH	ZONE DEEP 1/2	CLAMP #2
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT



COVER 2 BUSTER TECHNIQUE – STRONG SIDE



SAM – JAM TE. DROP TO THE CURL. IF #2 OR #3 RELEASES TO THE FLAT, YOU ZONE HIM.

STRONG CORNER – JAM #1 INSIDE, READ #2 - #3. IF #2 OR #3 RELEASES TO THE FLAT, OVERPLAY #1 ON ANY ROUTE. THE FLAT ROUTE WILL BE COVERED BY THE LB.

MIKE – UNIT RULE - NORMAL COVER 2

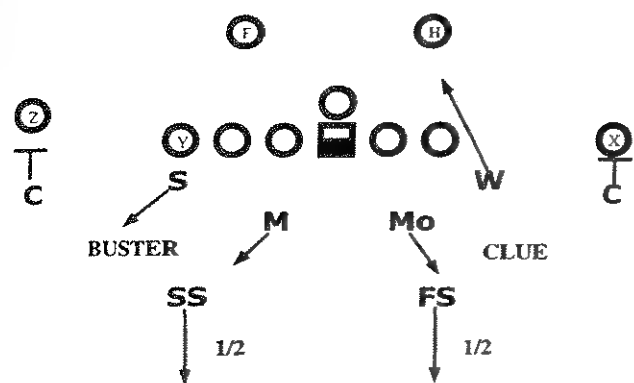
SS - NORMAL COVER 2

STANDARD

FORMATIONS

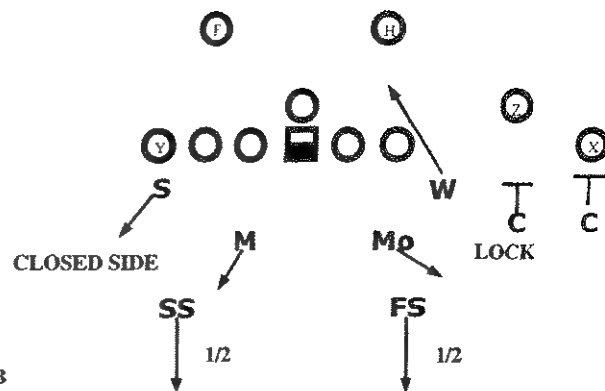
SLOT

PRO



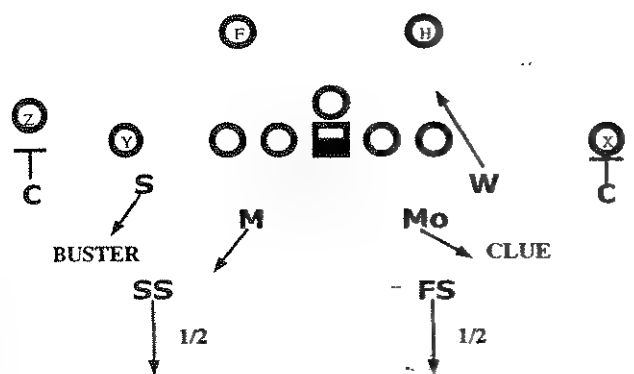
A

SLOT



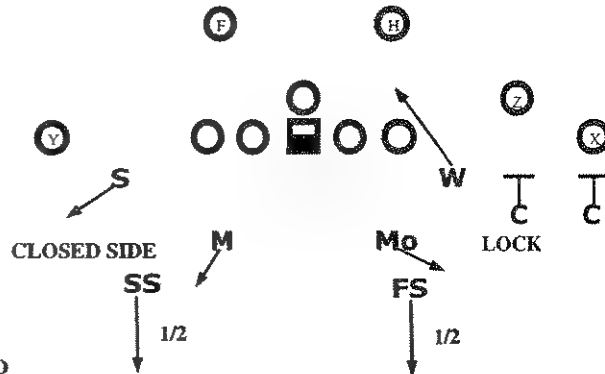
B

TE FLEX



C

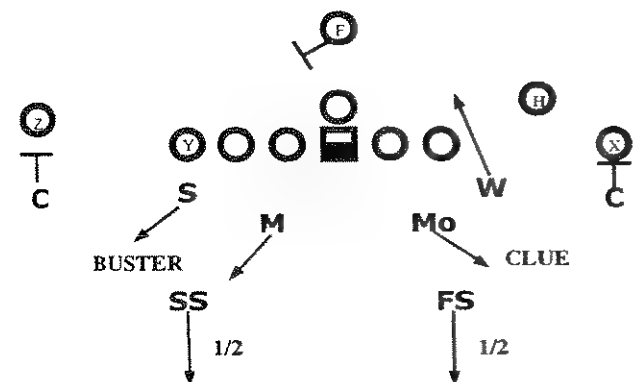
TE OPEN



D

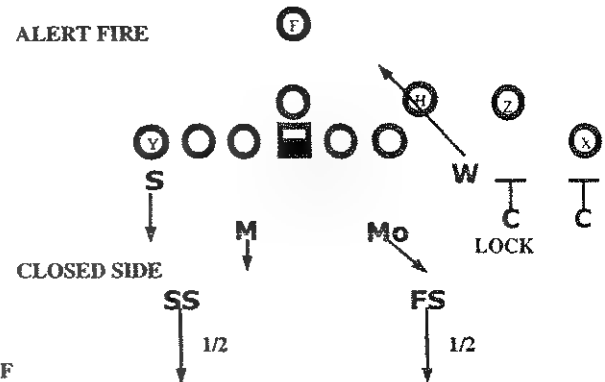
ALERT FLOOD

WHITE OUT



E

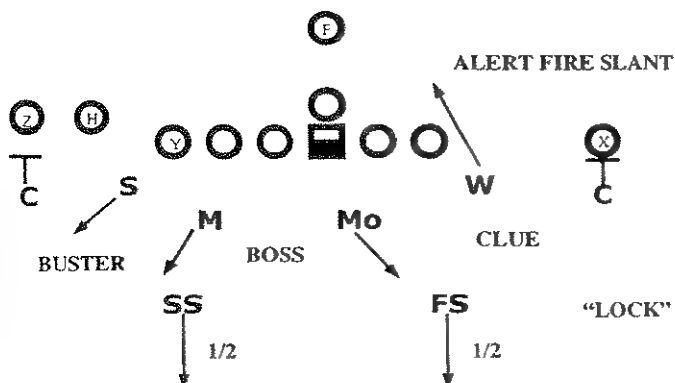
WHITE SLOT



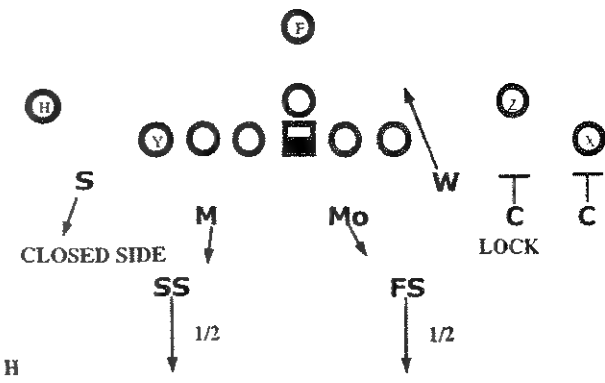
F

BLACK OUT

BLACK OUT SLOT



G

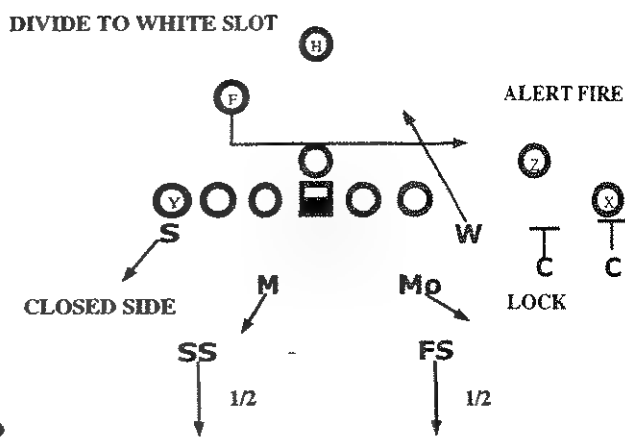
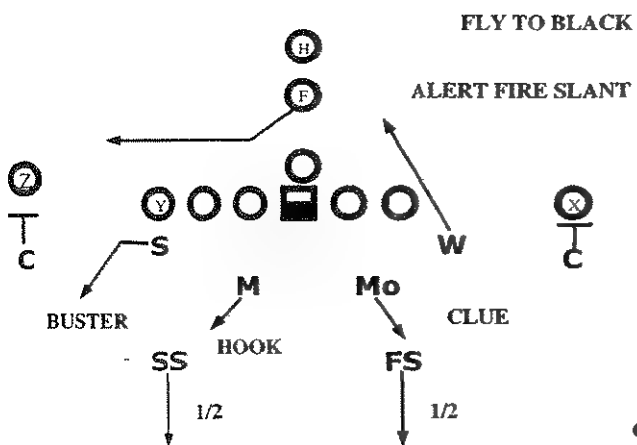
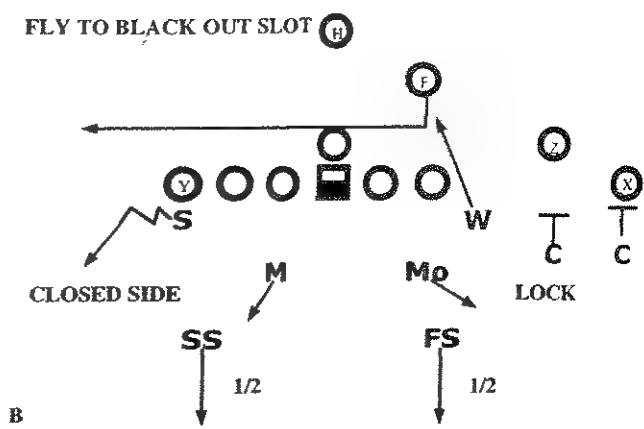
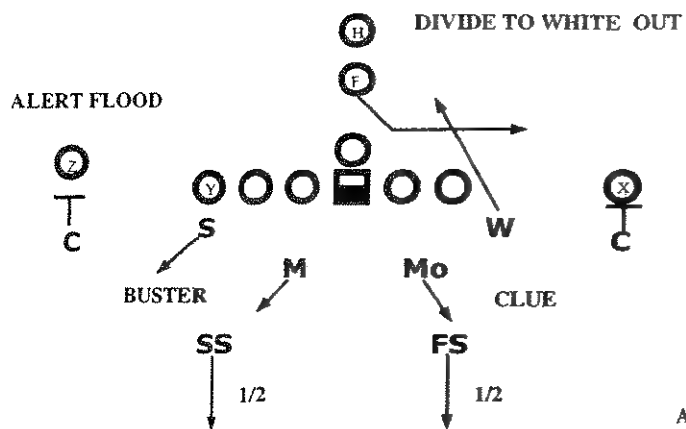


H

STANDARD

BACK MOTION

SLOT



E F

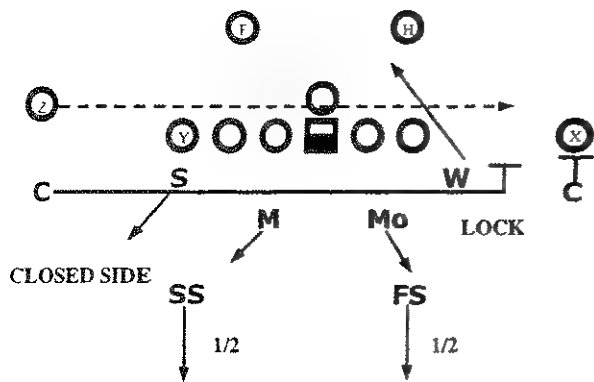
G H

STANDARD

RECEIVER MOTION

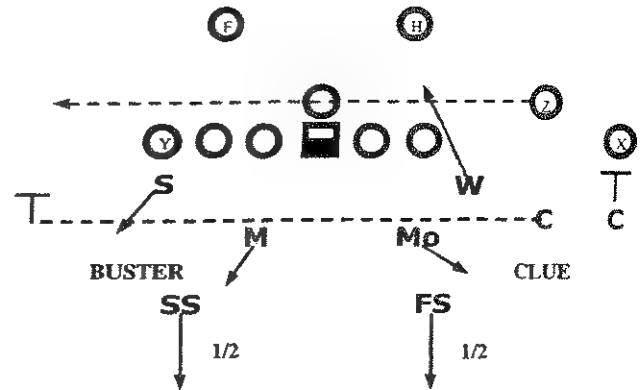
SLOT

DIVIDE TO SLOT



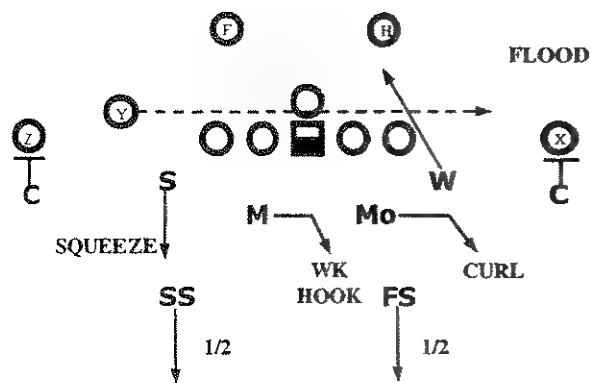
A

FLY TO PRO



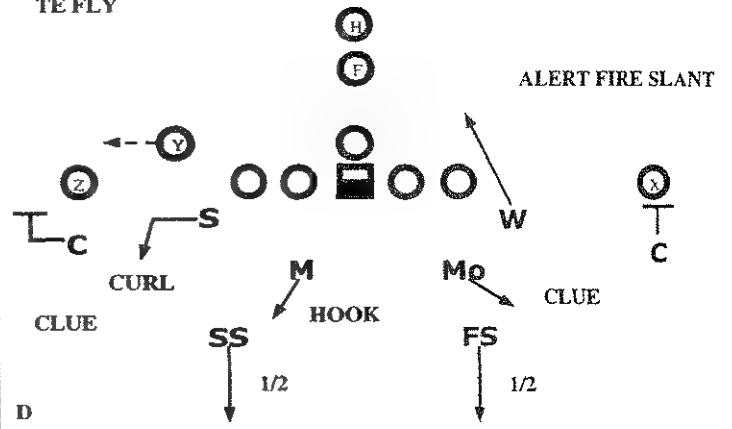
B

TE DIVIDE



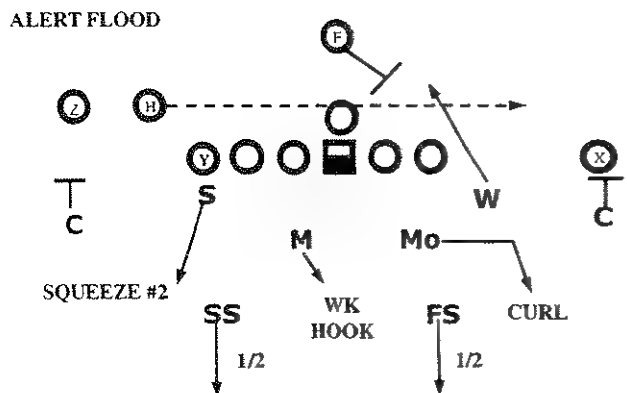
C

TE FLY



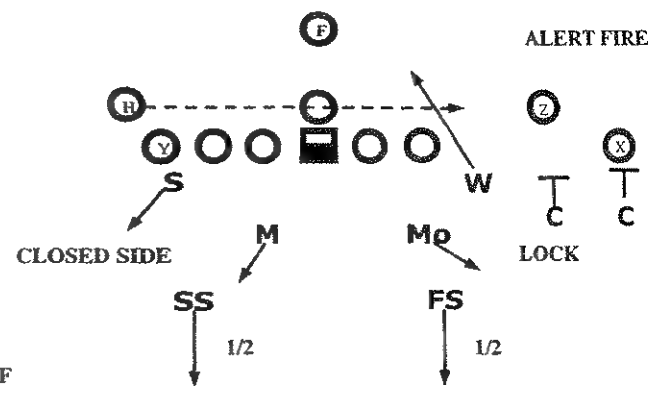
D

BLACK OUT H DIVIDE TO WHITE



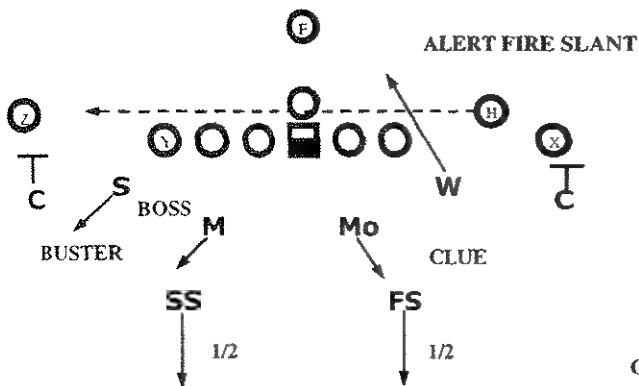
E

BLACK SLOT H DIVIDE WHITE SLOT



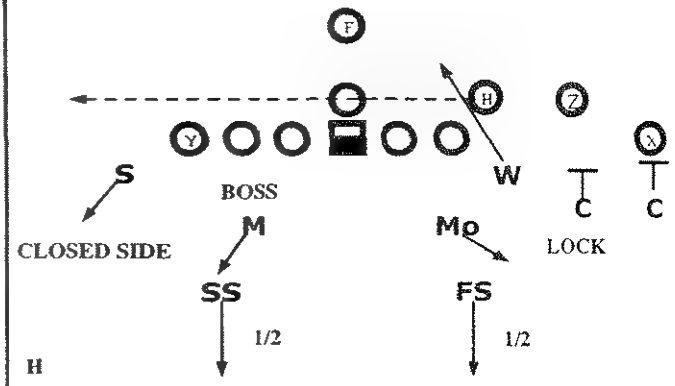
F

WHITE OUT H FLY TO BLACK OUT



G

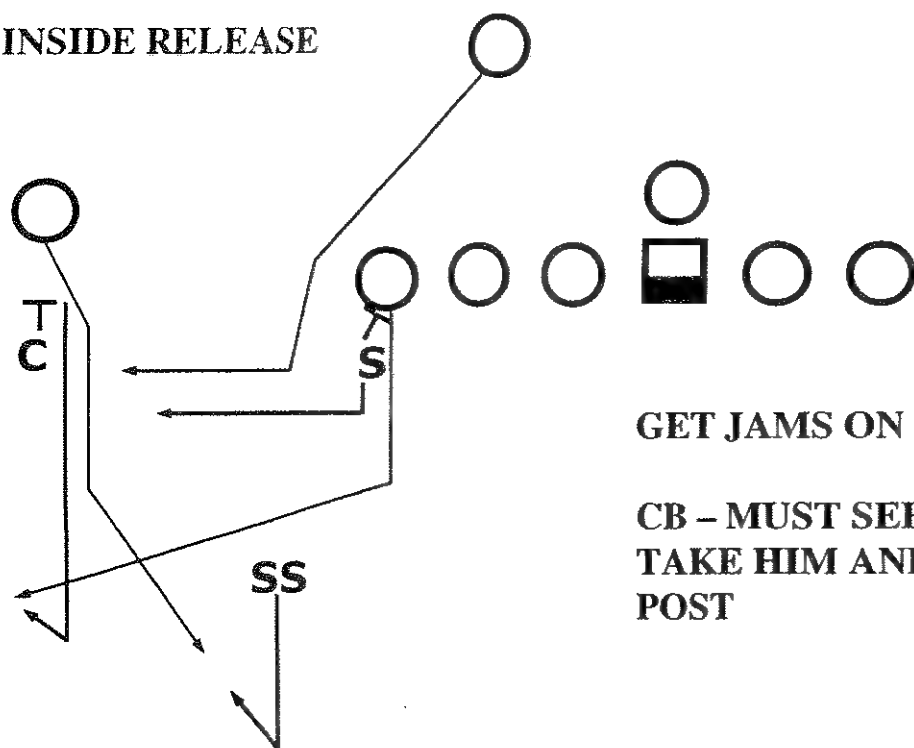
WHITE H FLY TO BLACK OUT SLOT



H

COVER 2 VS. RATTLER ROUTE

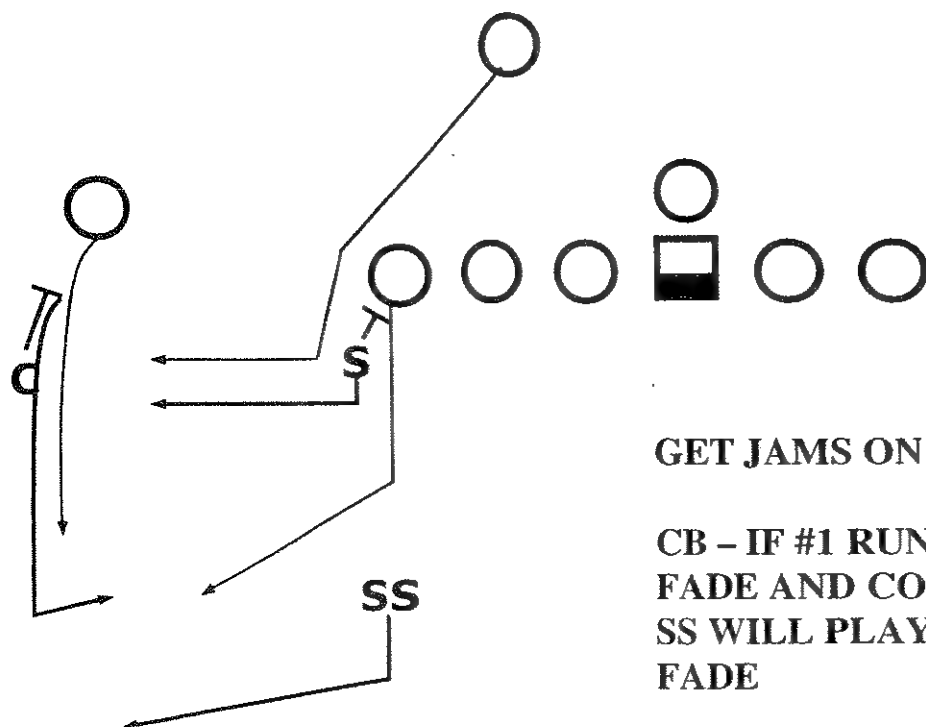
INSIDE RELEASE



GET JAMS ON RECEIVERS

CB - MUST SEE #2. IF #2 RUNS A 7 CUT
TAKE HIM AND THE SS TAKES THE
POST

COVER 2 VS. SAIL ROUTE



GET JAMS ON RECEIVERS

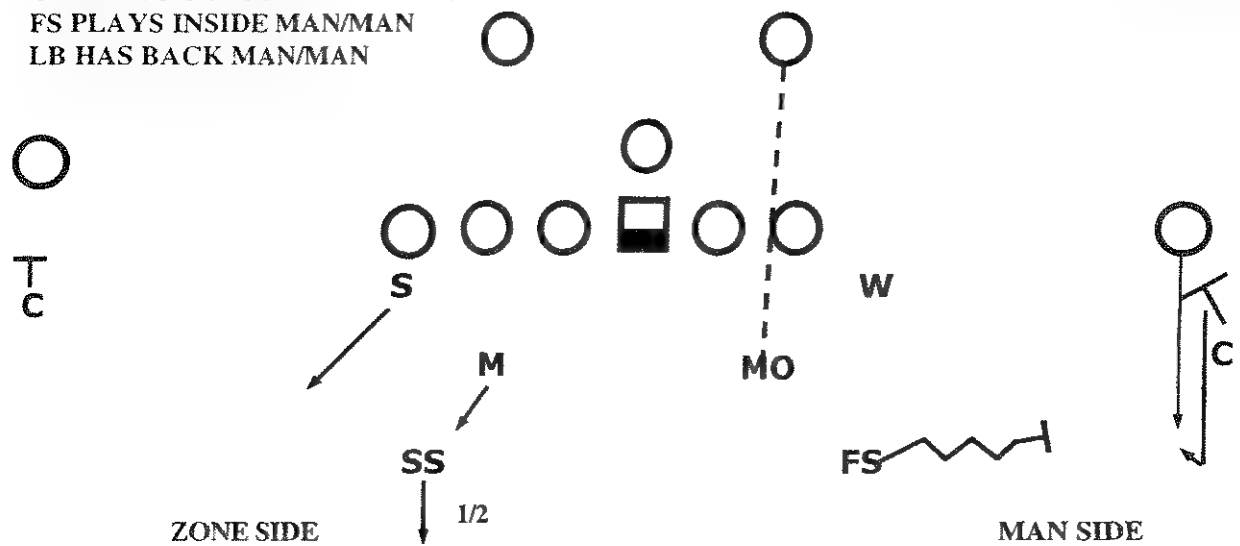
CB - IF #1 RUNS A FADE, PLAY THE
FADE AND COME OFF ON THE 7 CUT.
SS WILL PLAY OVER TOP OF THE
FADE

LOCK CALL - A WEAKSIDE ADJUSTMENT FOR COV. 2 OR 4 - CAN ALSO BE USED IN DIME

1. BRACKET -

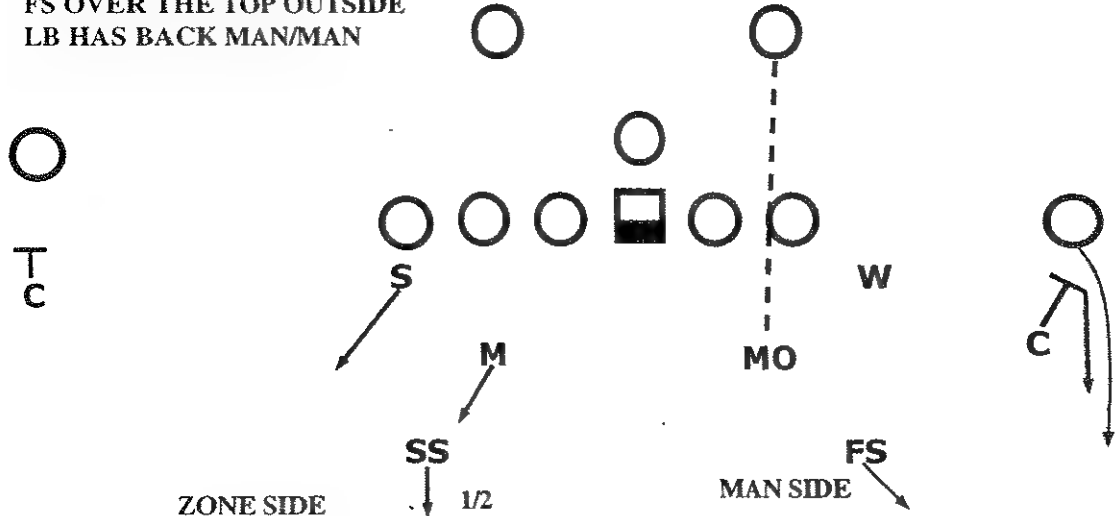
CB PLAYS OUTSIDE MAN/MAN.
FS PLAYS INSIDE MAN/MAN
LB HAS BACK MAN/MAN

MO LOCK THE REC FROM OUTSIDE IN



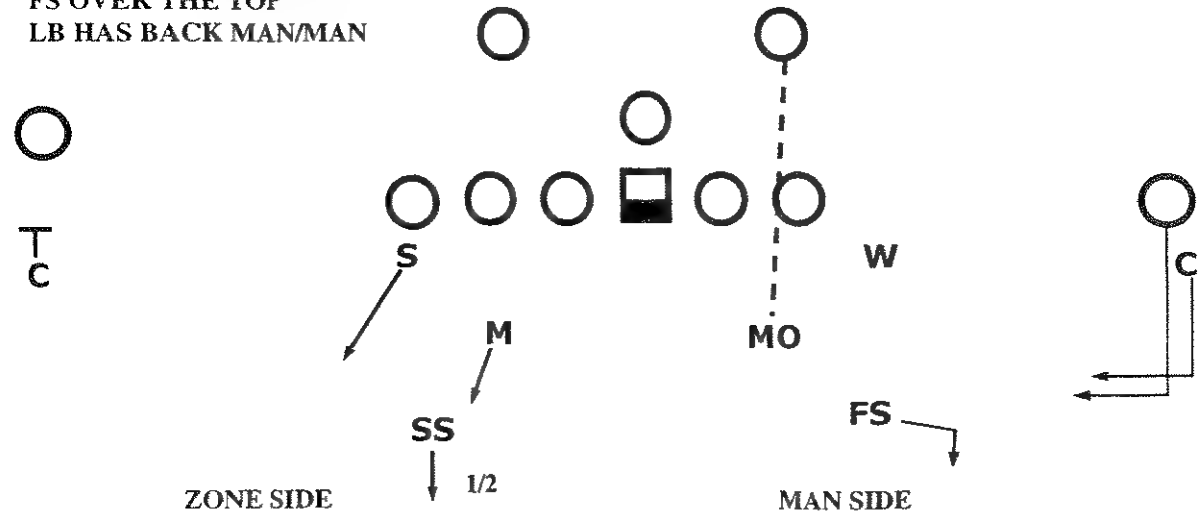
1. FIST

CB INSIDE AND STAYS INSIDE MAN/MAN
FS OVER THE TOP OUTSIDE
LB HAS BACK MAN/MAN



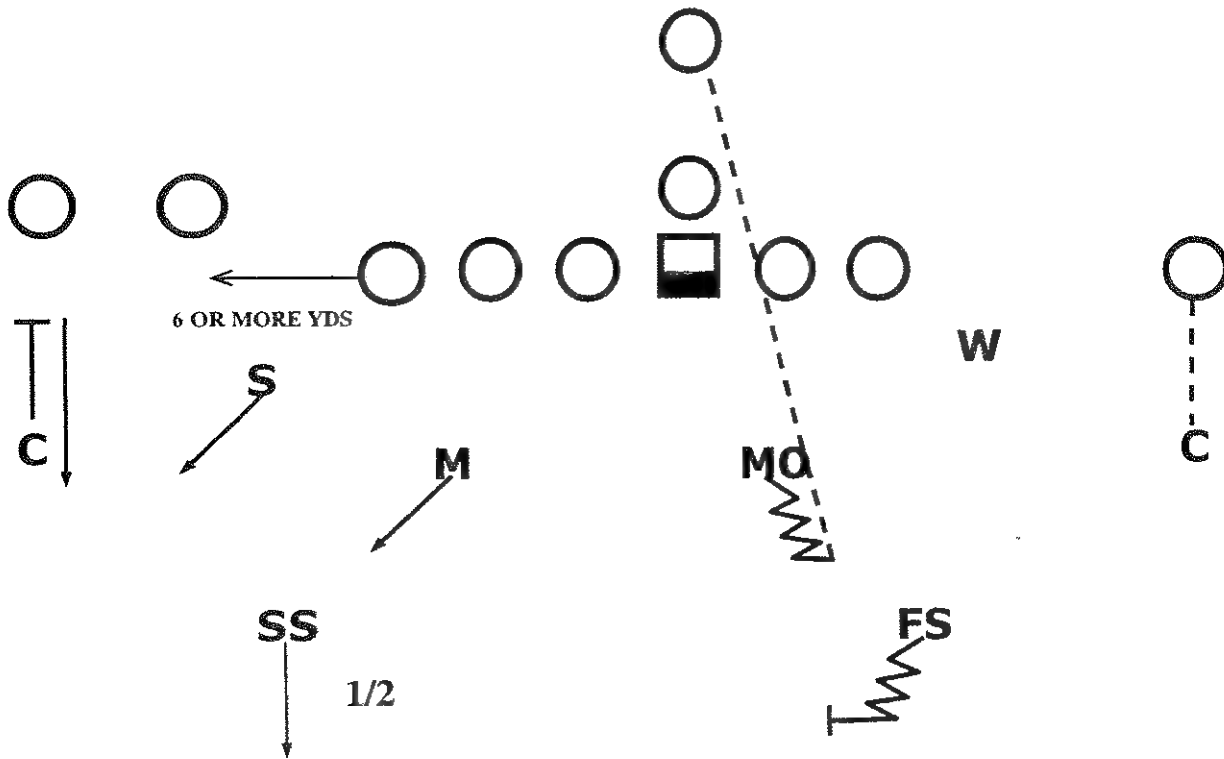
1. BOOK IT

CB PLAY OUTSIDE MAN/MAN (RUN UNDER)
FS OVER THE TOP
LB HAS BACK MAN/MAN



“FAX” CHECK FOR COV.2

USED VS. BLACK OUT FORMATIONS



SAM AN MIKE:

ZONE MATCH PATTERNS OF #2 AND #3

MO:

LOCK CALL

SS:

PLAY COV. 2, USE FREE SAFETY HELP

FS:

**VISION STRONG. IF ANY VERTICAL THREAT, TAKE HIM.
NO VERTICAL THREAT HELP ON X. (FREE)**

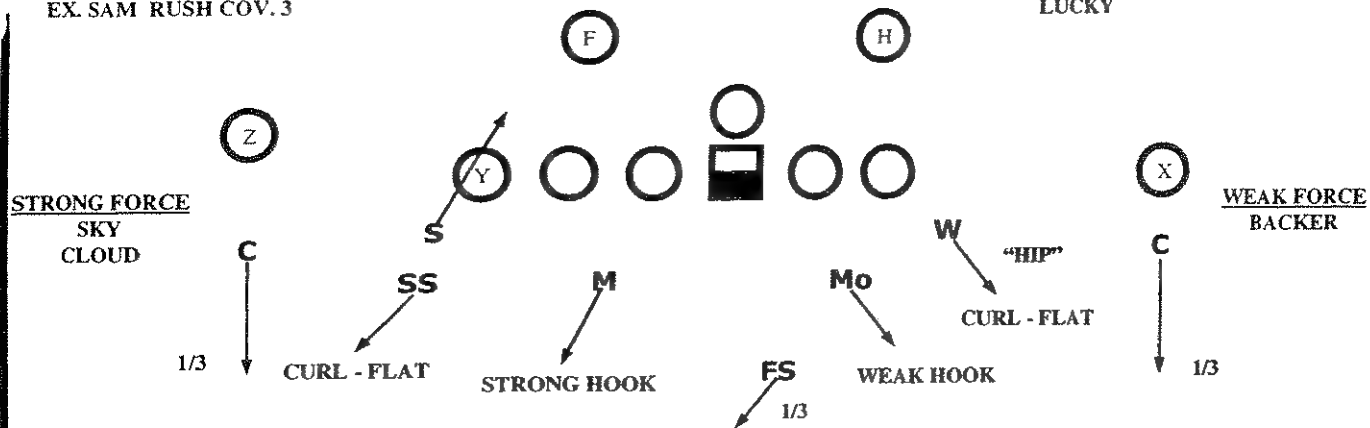
WC:

#1 MAN/MAN. PLAY FROM HEAD UP TO OUTSIDE TECHNIQUE

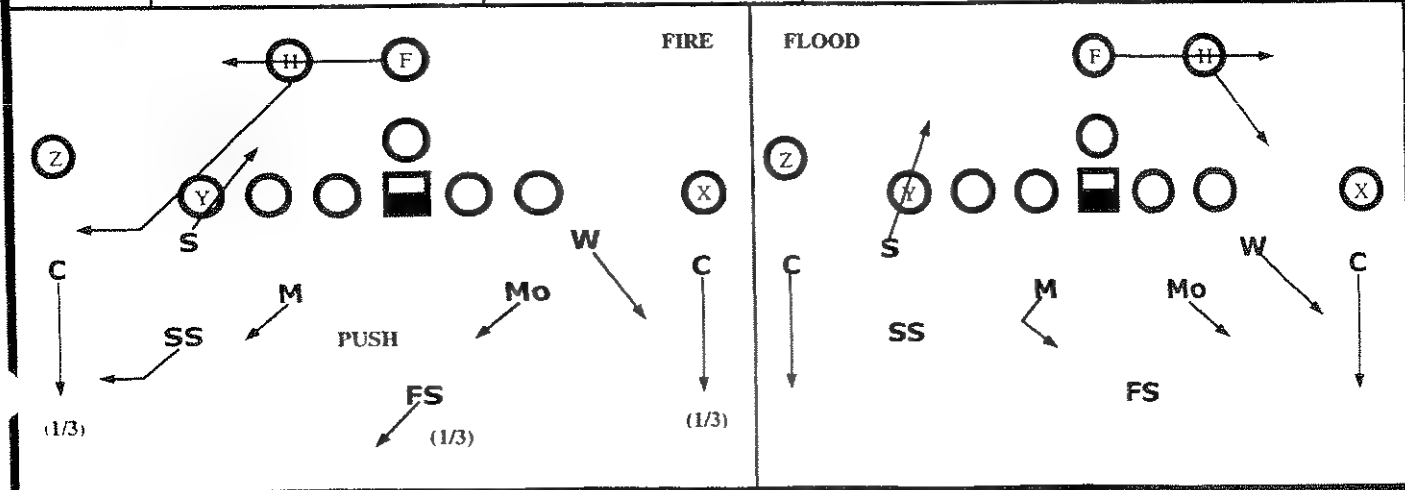
COV. 3 (ROGER/LUCKY) VS. STANDARD SETS

EX. SAM RUSH COV. 3

LUCKY

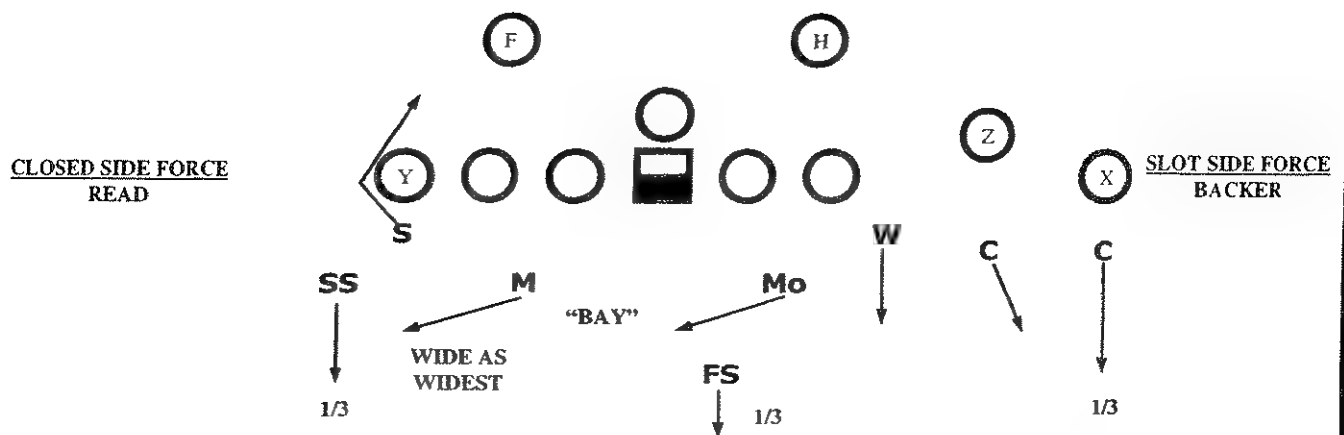


POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	OG - TE - NEAR BACK	OG - NEAR BACK	OT - OG - NEAR BACK
RESP	RUSH AND CONTAIN	STRONG HOOK - READ 2 - 3 GET DEPTH (10 - 12 YDS) SEE QB	WEAK HOOK - READ 1 - 2 SEE #3 GET DEPTH (10 - 12 YDS) SEE QB	DROP INSIDE OF #'S READ PATTERN GET DEPTH (10 - 12 YDS) SEE QB
FIRE	CONTAIN	EXPAND HOOK STRONG	WORK STRONG (PUSH)	PUSH ZONE STRONG
FLOOD	CONTAIN	HOOK READ PATTERN	EXPAND HOOK	#'S - READ PATTERN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	OUTSIDE #1	OUT SIDE SHADE OF TE (3 x 7)	8 - 10 YDS DEEP OG - OT GAP	OUTSIDE #1
KEY	WR - TE - QB	TE - OL - FLOW	O-LINE - FLOW	WR - QB - RB
RESP	SKY - DEEP OUTSIDE 1/3 CLOUD - JAM, FORCE INSIDE RELEASE - CLUE 1 - 2	SKY - CURL/FLAT CLOUD - DEEP OUTSIDE 1/3	ZONE DEEP MIDDLE 1/3	ZONE DEEP OUTSIDE 1/3 TALK TO LB - HELP
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOOD	PLAY IT	PLAY IT	PLAY IT	PLAY IT

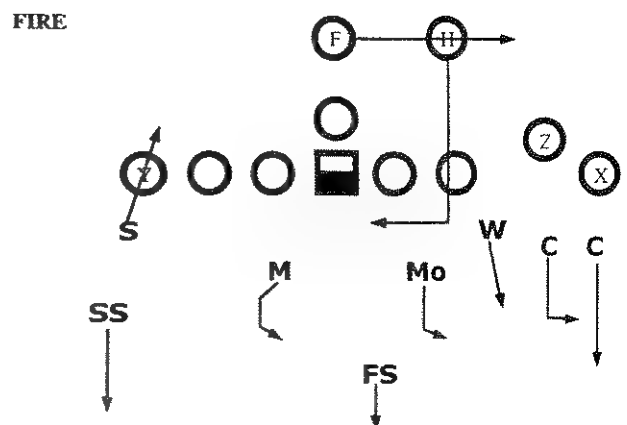
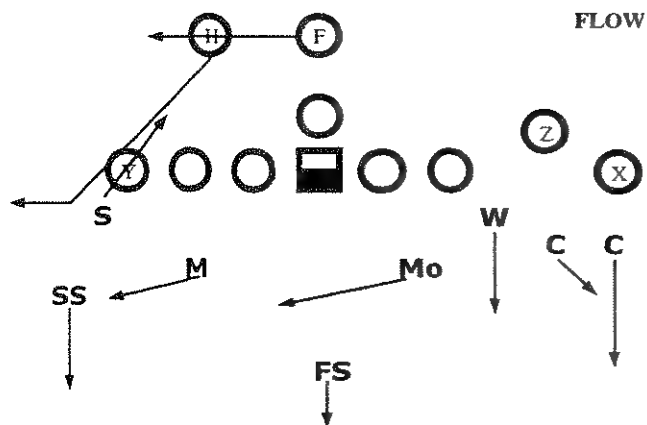


COV. 3 (ROGER/LUCKY)

VS. SLOT SETS



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	OG - NEAR BACK	OG - NEAR BACK	NEAR BACK - TRIANGLE
RESP	RUSH AND CONTAIN	BAY DROP - DROP OUTSIDE WIDEST REC'S RELEASE GET DEPT (10 - 12 YDS) SEE QB	BAY DROP - HOOK READ PATTERN GET DEPTH (10 - 12 YDS) SEE QB	HOOK DROP - READ 2 - 3 GET DEPTH (10 - 12 YDS) SEE QB
FLOW	CONTAIN	PLAY IT	PLAY IT	PLAY IT
FIRE	CONTAIN	PLAY IT	HOOK - ALERT PUSH	PLAY IT
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	OUTSIDE #1	3 X 5	8 - 10 YDS DEEP OG - OT GAP	5 YDS DEEP HEAD UP
KEY	WR - TE - QB	TE - NEAR BACK	O-LINE - FLOW	#2 - 3 - QB
RESP	DEEP OUTSIDE 1/3	DEEP OUTSIDE 1/3	ZONE DEEP MIDDLE 1/3	CURL - FLAT
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT



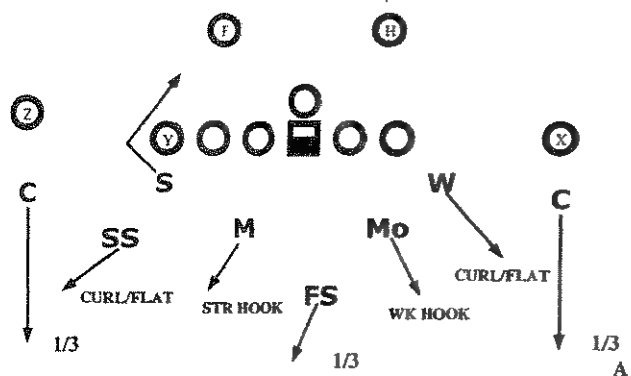
STANDARD

FORMATIONS

SLOT

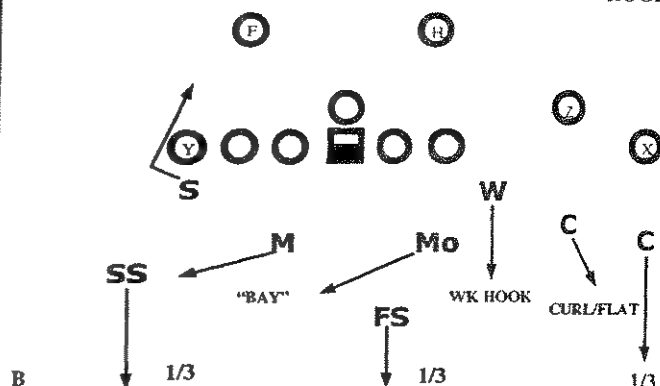
LUCKY

PRO



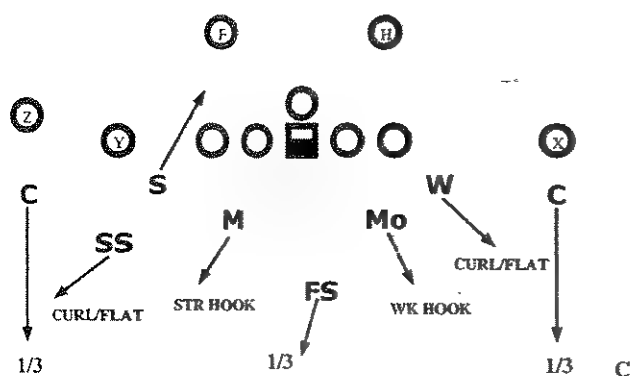
SLOT

ROGER



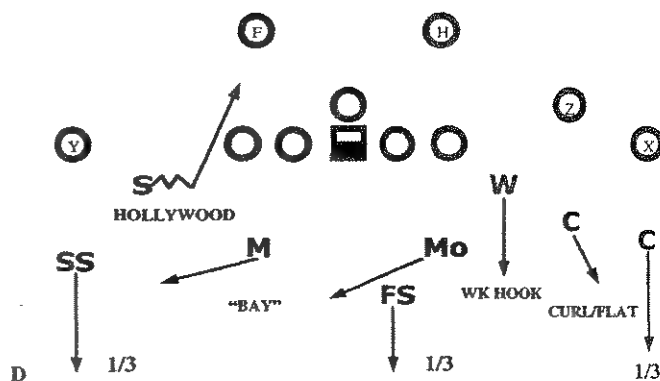
LUCKY

TE FLEX



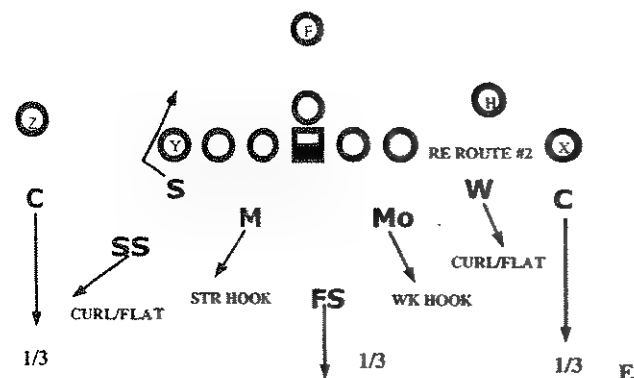
TE OPEN

ROGER



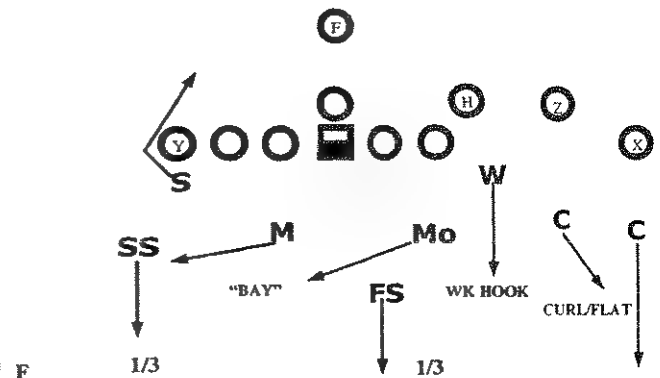
LUCKY

WHITE OUT



WHITE SLOT

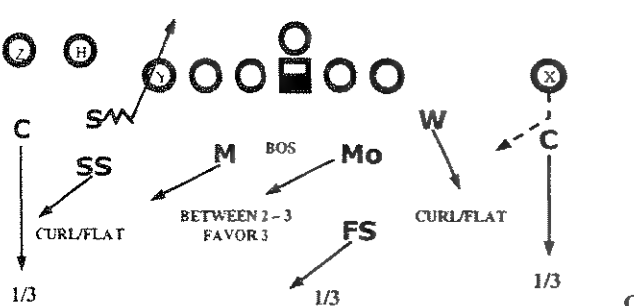
ROGER



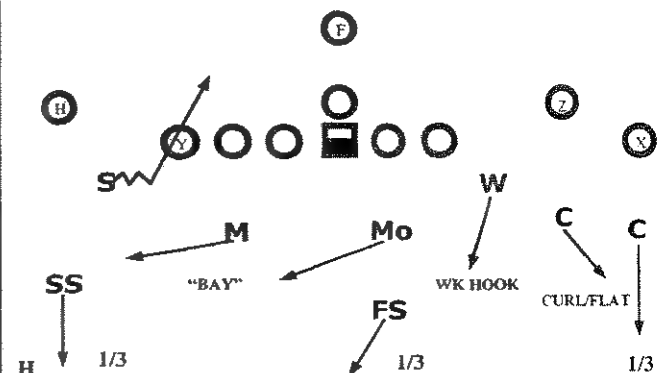
LUCKY

BLACK OUT

ALERT FIRE SLANT



BLACK OUT SLOT



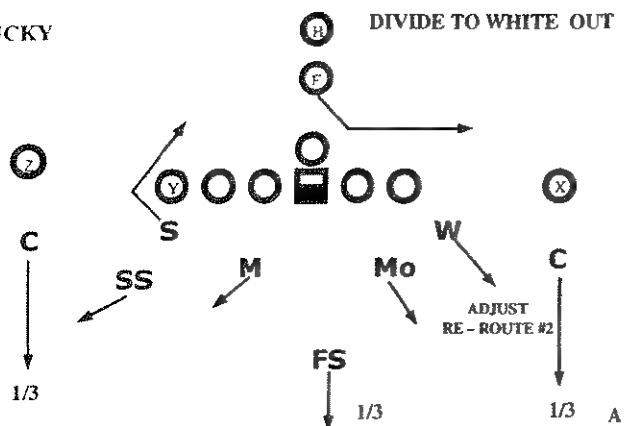
STANDARD

BACK MOTION

SLOT

LUCKY

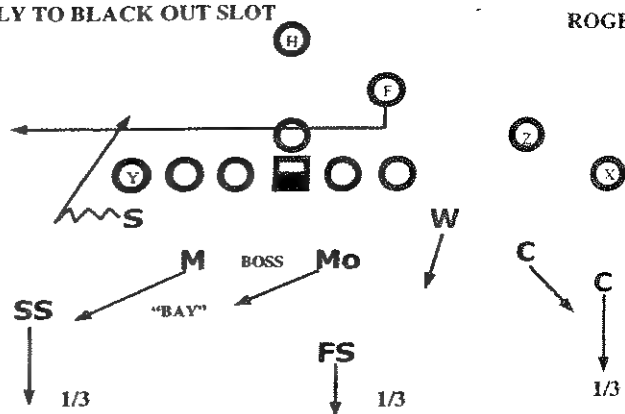
DIVIDE TO WHITE OUT



A

FLY TO BLACK OUT SLOT

ROGER

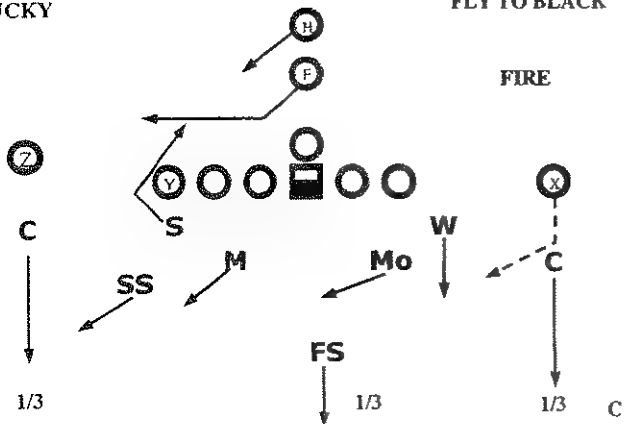


B

LUCKY

FLY TO BLACK

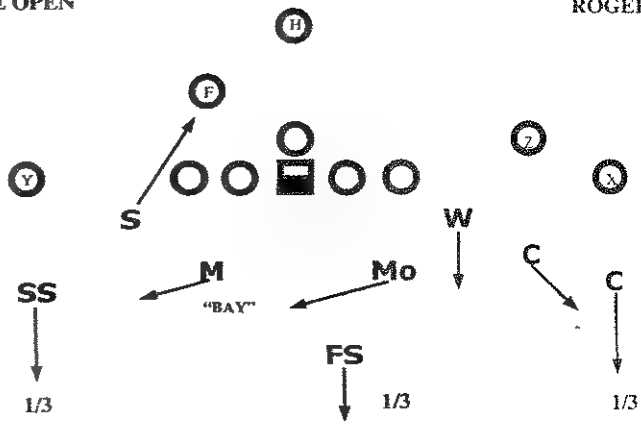
FIRE



C

TE OPEN

ROGER



D

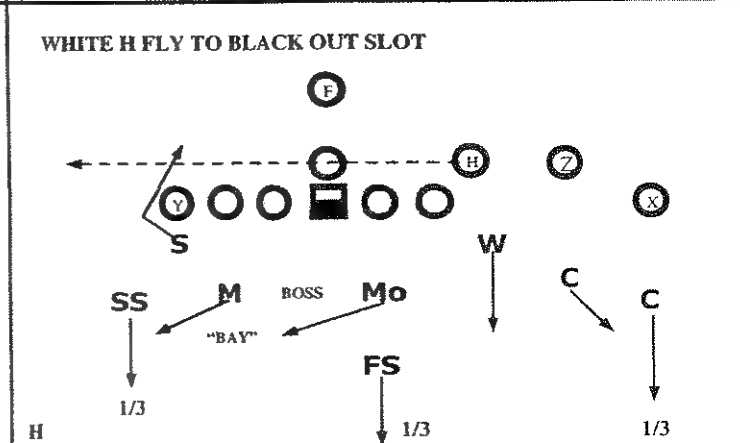
E

F

G

H

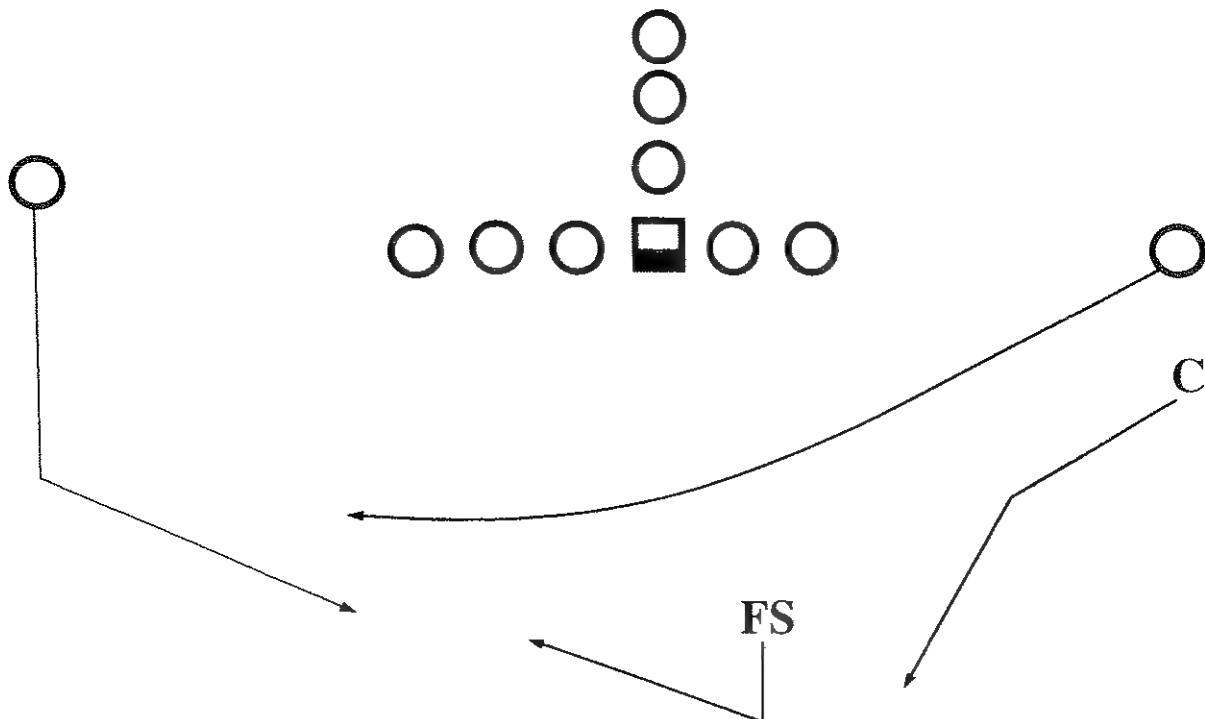
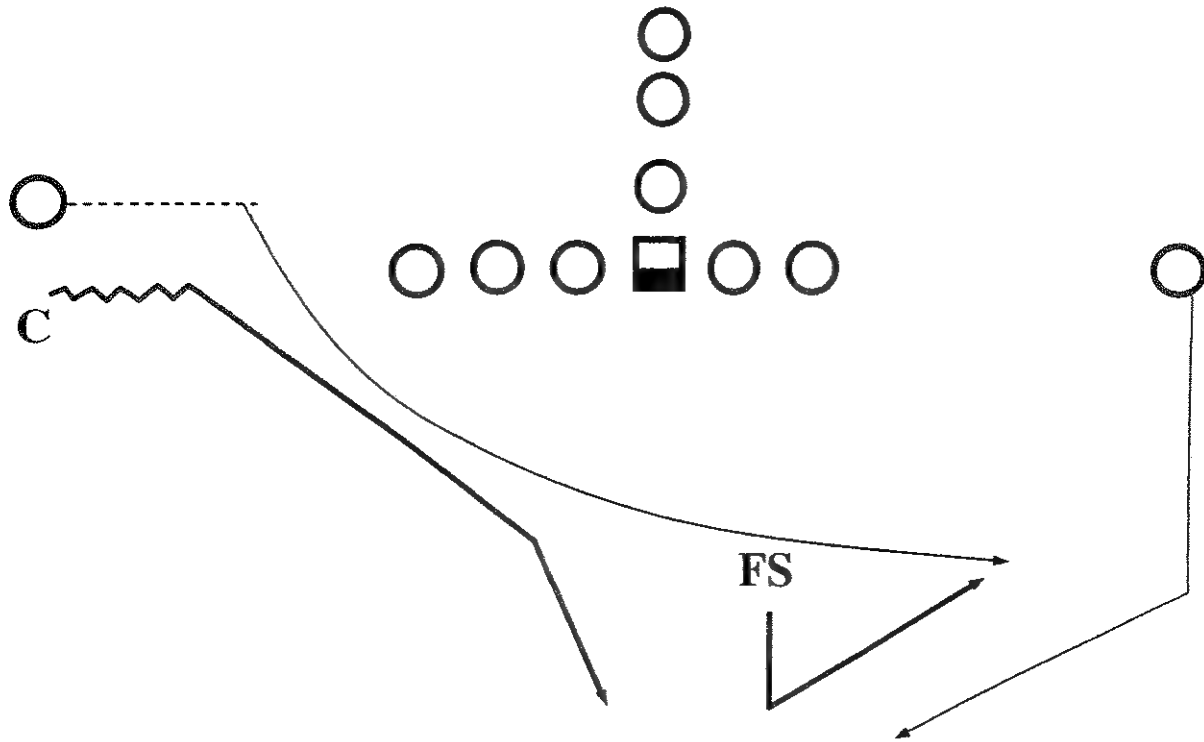
SLOT



DROPKICK CALL

USED WITH COVER 3 OR COVER 1
CORNER IN THE POST

VS. Z ON A DEEP CROSSING PATTERN AND THE FS TAKING THE CROSSER.
ALERT FOR THIS VS I OR I NEAR

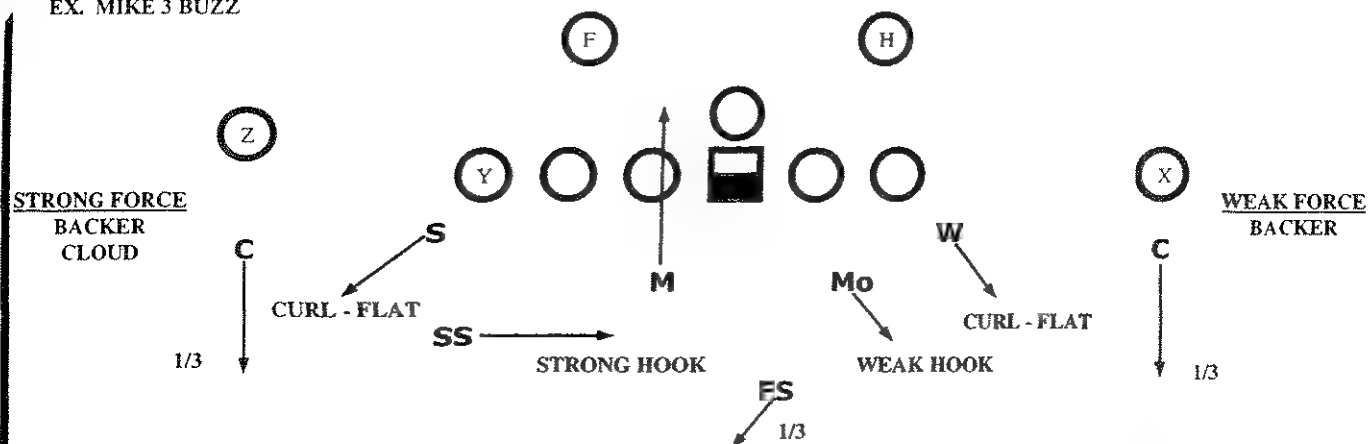


3 BUZZ (AUDIBLE: BUZZ)

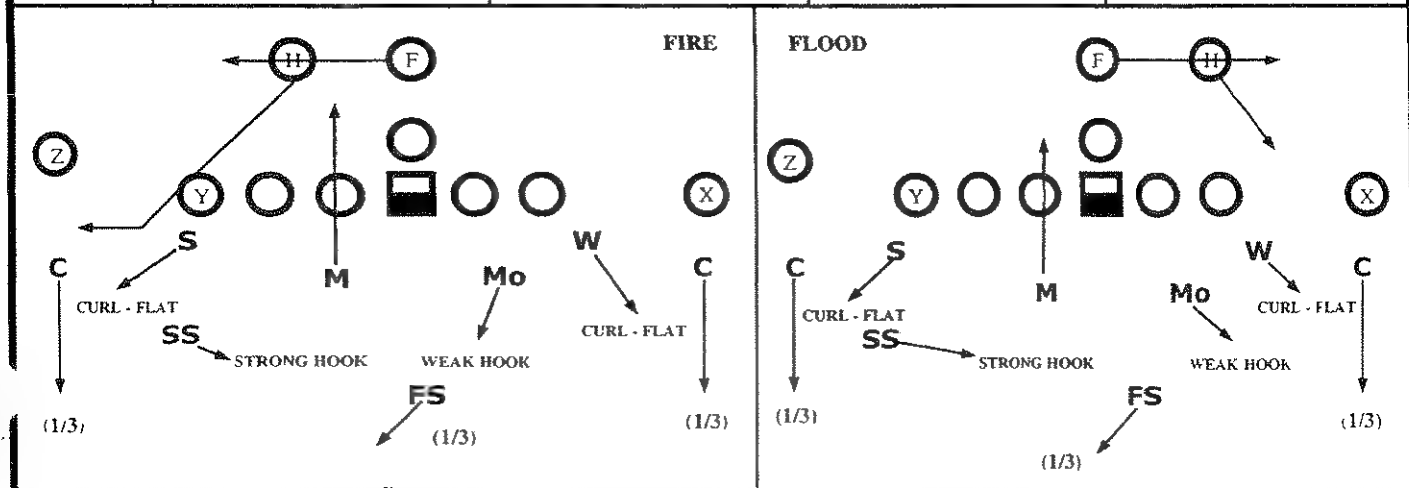
VS.

STANDARD SETS

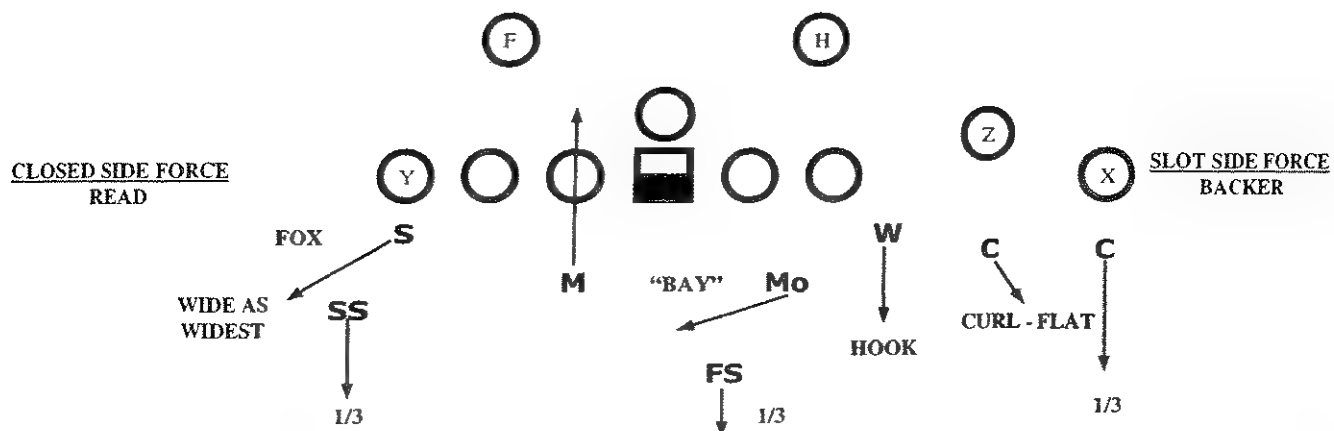
EX. MIKE 3 BUZZ



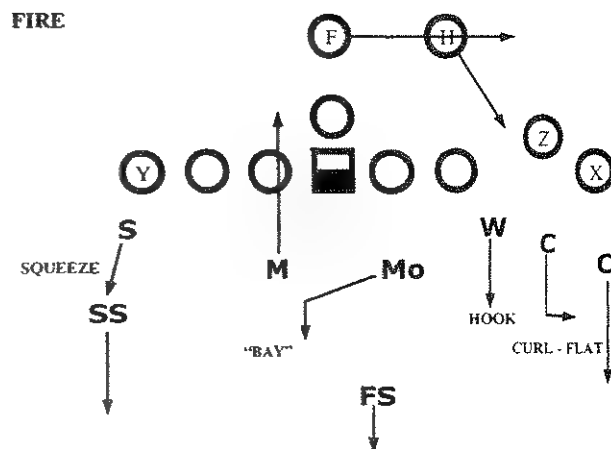
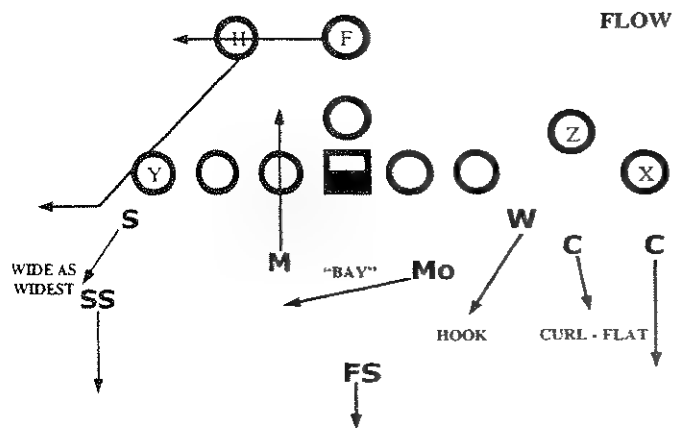
POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	TE - NEAR BACK	OFF GUARD - NEAR BACK	OFF GUARD - NEAR BACK	OFF GUARD OT - NEAR BACK
RESP	DROP INSIDE OF #'S READ PATTERN GET DEPTH (10 - 12 YDS) SEE QB	RUSH	WEAK HOOK - READ 1 - 2 SEE #3 GET DEPTH (10 - 12 YDS) SEE QB	DROP INSIDE OF #'S READ PATTERN GET DEPTH (10 - 12 YDS) SEE QB
FIRE	PLAY IT	RUSH	WORK STRONG (PUSH)	PUSH ZONE STRONG
FLOOD	PLAY IT	RUSH	EXPAND HOOK	#'S - READ PATTERN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	OUTSIDE #1	OUT SIDE SHADE OF TE (3 x 7)	8 - 10 YDS DEEP OG - OT GAP	OUTSIDE #1
KEY	WR - TE - QB	TE - OL - FLOW	O-LINE - FLOW	WR - QB - NEAR BACK
RESP	BUZZ - DEEP OUTSIDE 1/3	BUZZ - STR HOOK READ 2 - 3 10 - 12 YDS DEEP SEE QB	ZONE DEEP MIDDLE 1/3	ZONE DEEP OUTSIDE 1/3 TALK TO LB - HELP
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOOD	PLAY IT	PLAY IT	PLAY IT	PLAY IT



COV. 3 BUZZ VS. SLOT SETS



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	BALL AND TRIANGLE	OFF GUARD - NEAR BACK	OG - NEAR BACK	NEAR BACK - TRIANGLE
RESP	DROP OUTSIDE WIDEST REC'S RELEASE GET DEPTH (10 - 12 YDS) SEE QB	RUSH	BAY DROP - HOOK READ PATTERN GET DEPTH (10 - 12 YDS) SEE QB	HOOK DROP - READ 2 - 3 GET DEPTH (10 - 12 YDS) SEE QB
FLOW	PLAY IT	RUSH	"BAY" DROP	PLAY IT
FIRE	PLAY IT	RUSH	HOOK	PLAY IT
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	OUTSIDE #1	3 x 5	8 - 10 YDS DEEP OG - OT GAP	5 YDS DEEP HEAD UP
KEY	#1 - 2 - 3 - QB	TE - NEAR BACK	O-LINE - FLOW	#2 - 3 - QB
RESP	DEEP OUTSIDE 1/3	DEEP OUTSIDE 1/3	ZONE DEEP MIDDLE 1/3	CURL - FLAT
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT



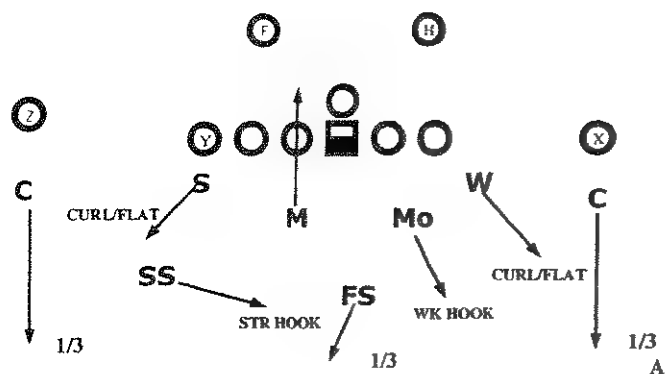
STANDARD

FORMATIONS

SLOT

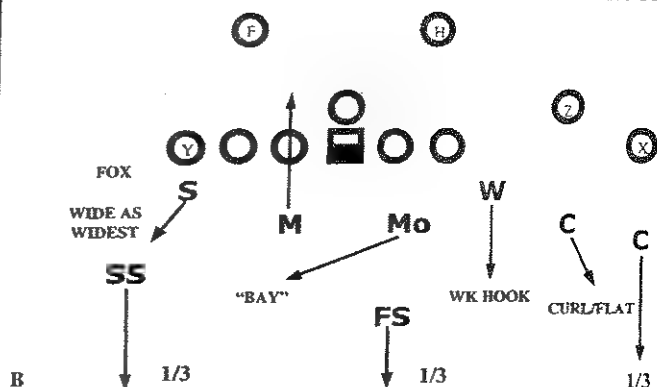
LUCKY

PRO



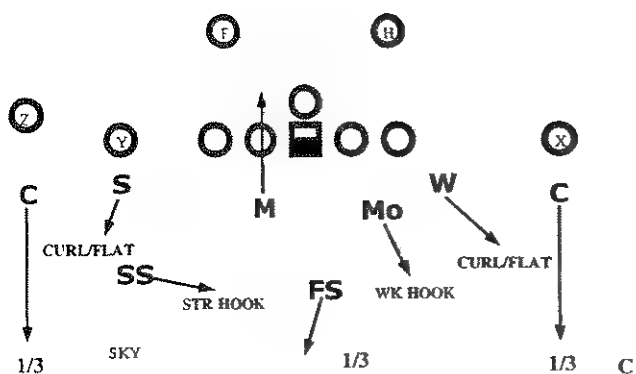
SLOT

ROGER



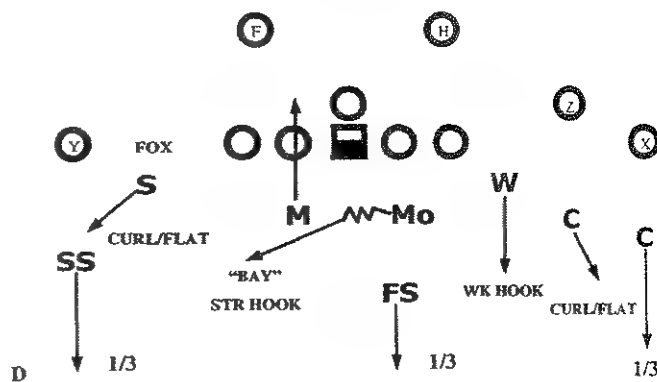
LUCKY

TE FLEX



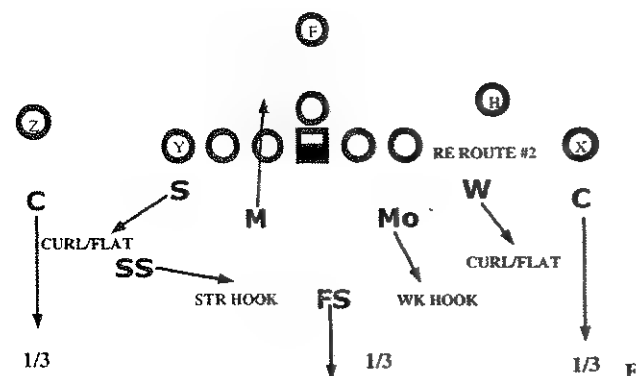
TE OPEN

ROGER



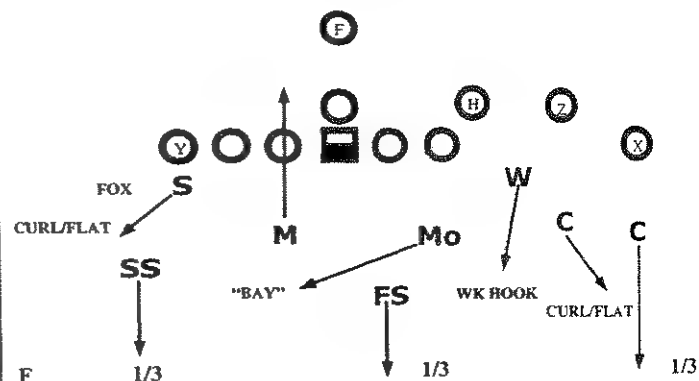
LUCKY

WHITE OUT



WHITE SLOT

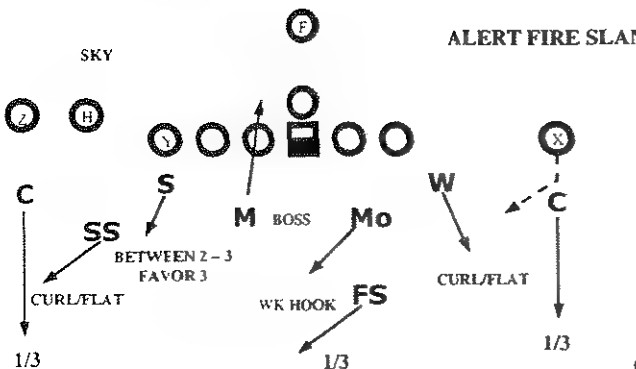
ROGER



LUCKY

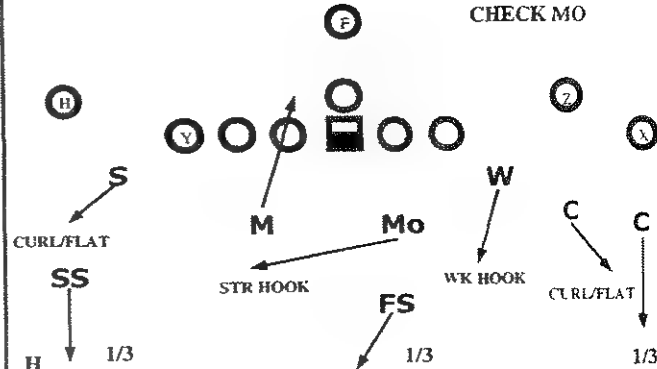
BLACK OUT

ALERT FIRE SLANT

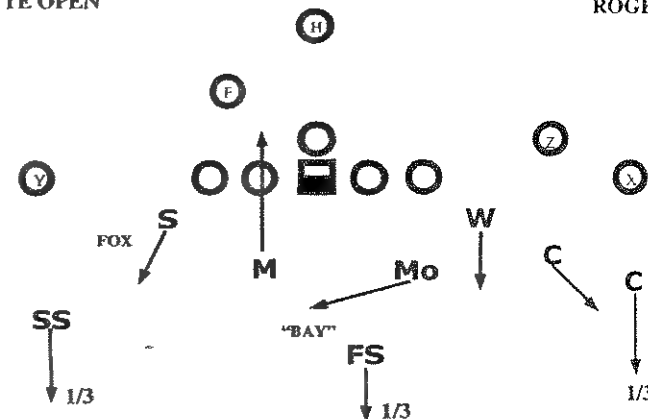
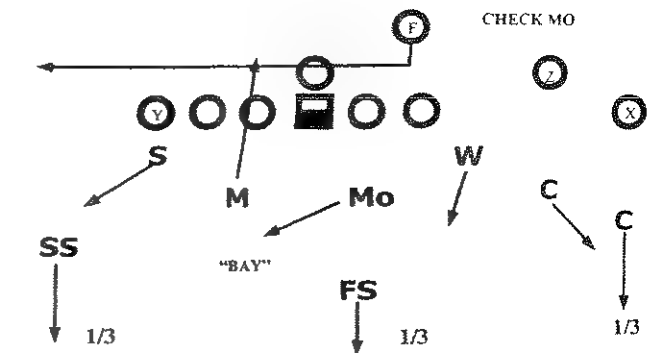


BLACK OUT SLOT

CHECK MO



SLOT



E

F

G

H

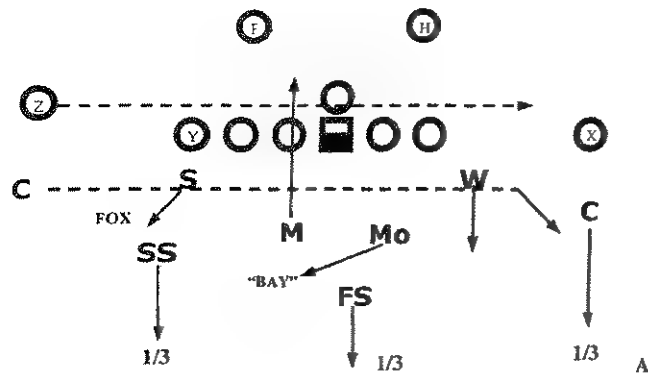
STANDARD

RECEIVER MOTION

SLOT

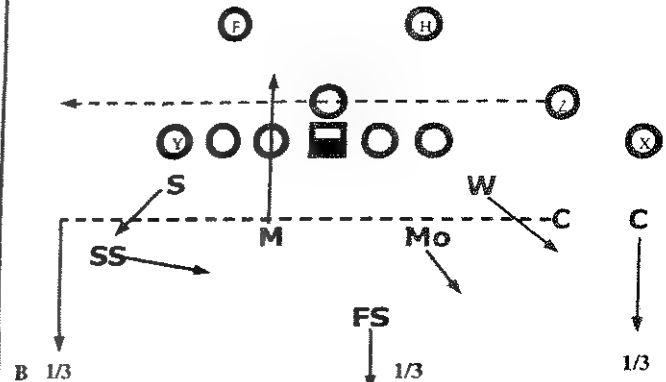
LUCKY - ROGER

DIVIDE TO SLOT



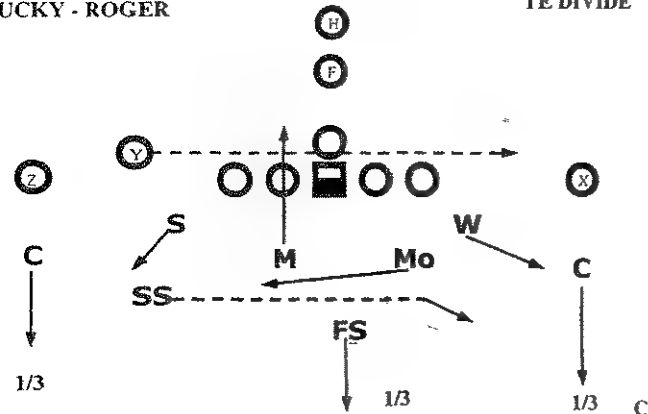
FLY TO PRO

ROGER - LUCKY



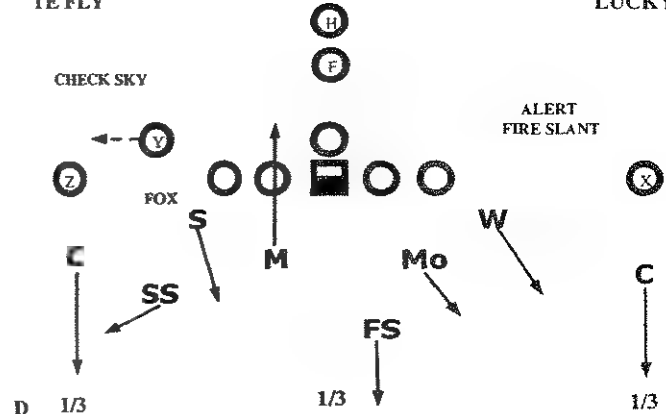
LUCKY - ROGER

TE DIVIDE



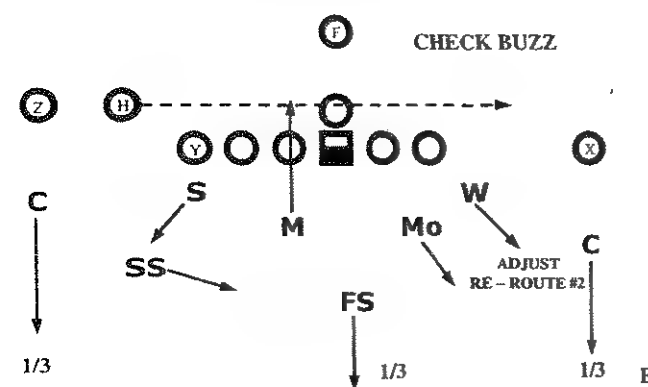
TE FLY

LUCKY



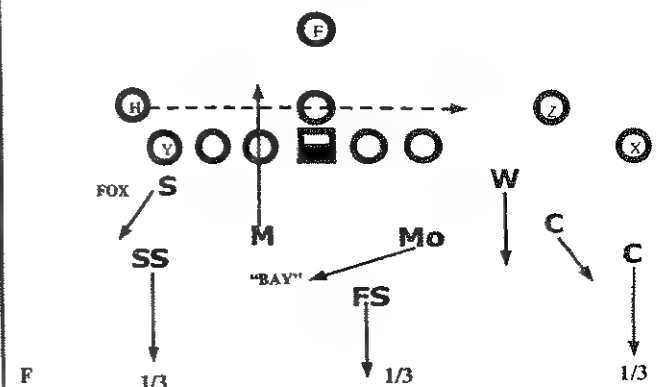
LUCKY

BLACK OUT H DIVIDE TO WHITE



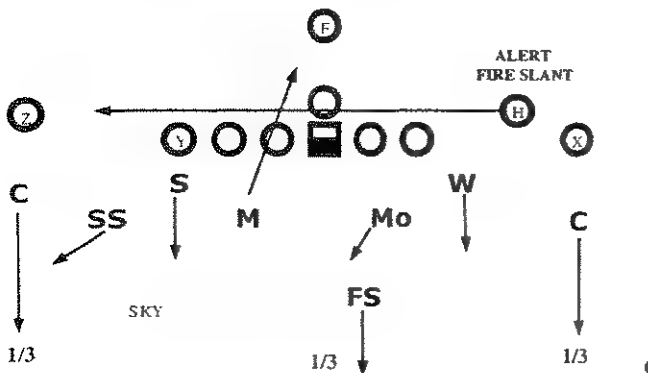
BLACK SLOT H DIVIDE WHITE SLOT (TRIPS)

ROGER

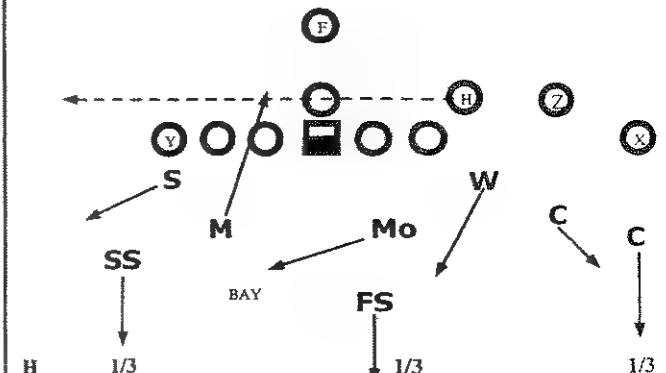


LUCKY

WHITE OUT H FLY TO BLACK OUT

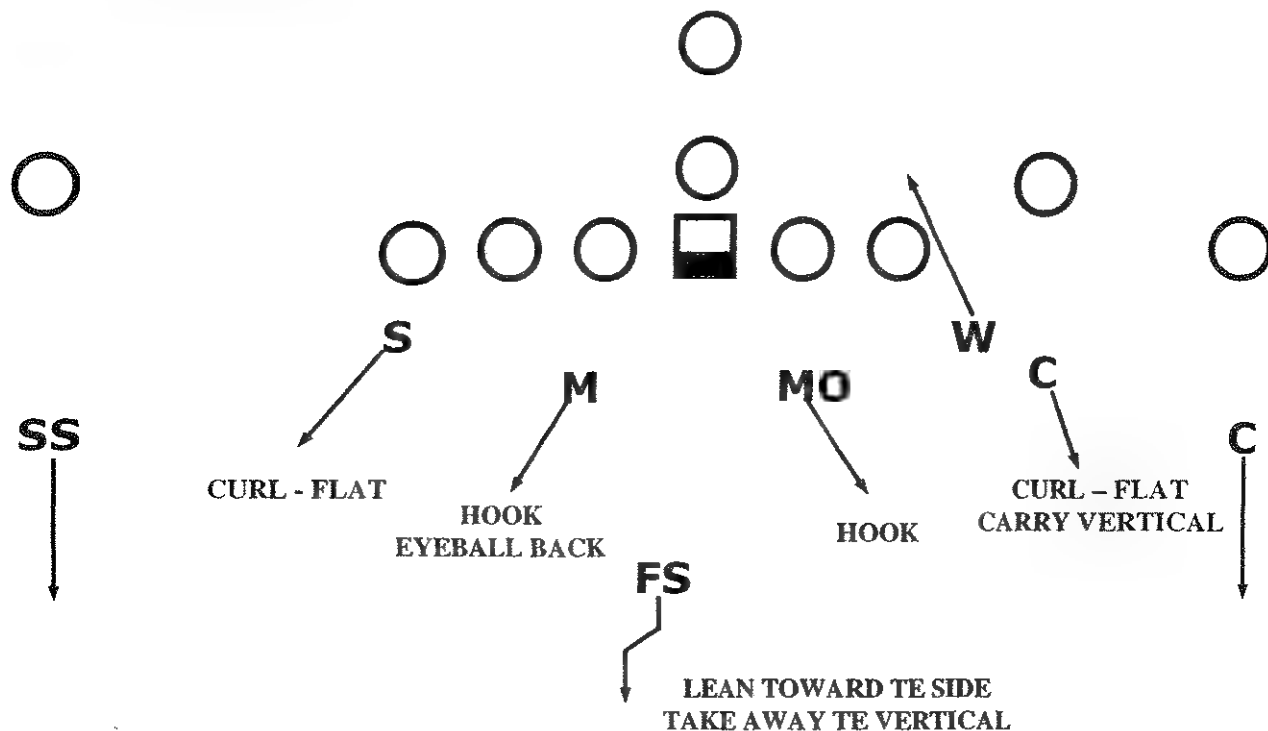


WHITE H FLY TO BLACK OUT SLOT



COVER 3 CHEAT

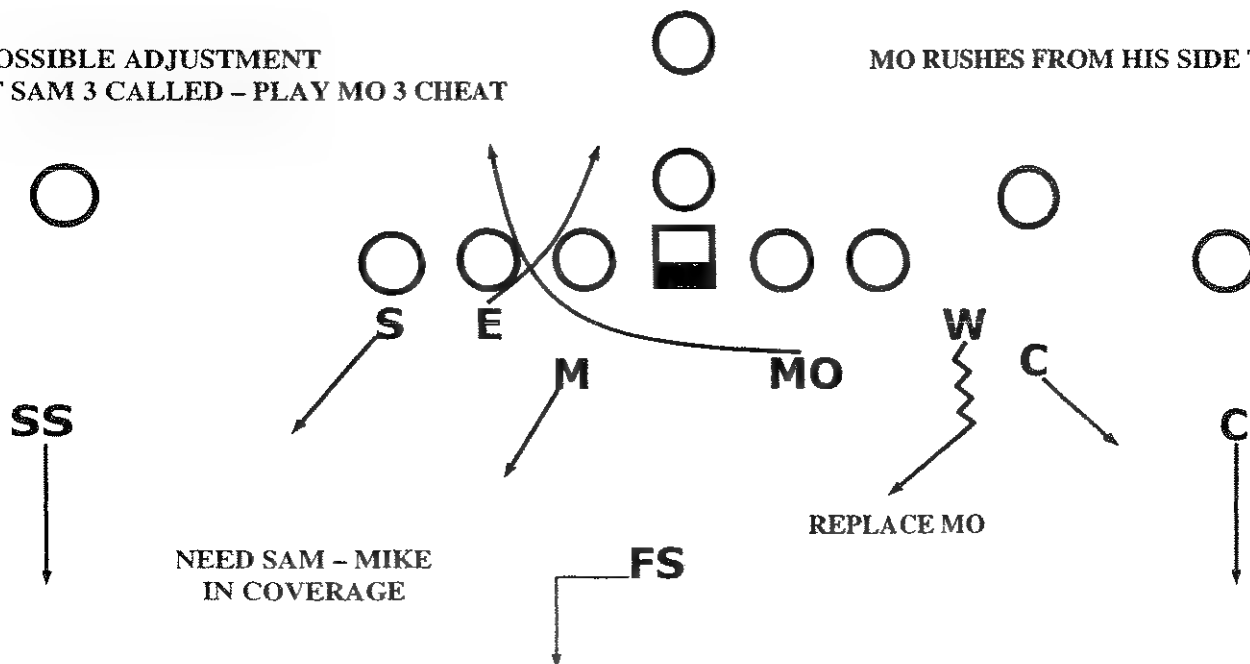
PURPOSE: 3 CHEAT IS USED VS BLACK OUT SLOT FORMATIONS
WHEN COVER 2 OR 4 IS CALLED



CORNERS - IF YOUR REC'S RUN VERTICAL, YOU HAVE MAN TO MAN.
IF YOUR REC'S RUN ANY OTHER ROUTE, PLAY COV. 3 VS. SLOT.

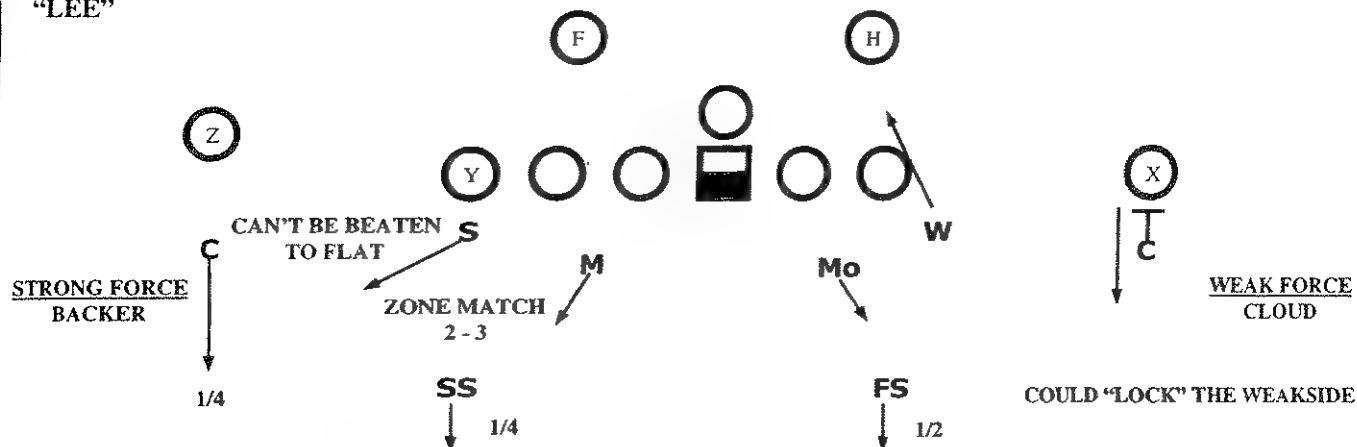
POSSIBLE ADJUSTMENT
IF SAM 3 CALLED - PLAY MO 3 CHEAT

MO RUSHES FROM HIS SIDE TO +B

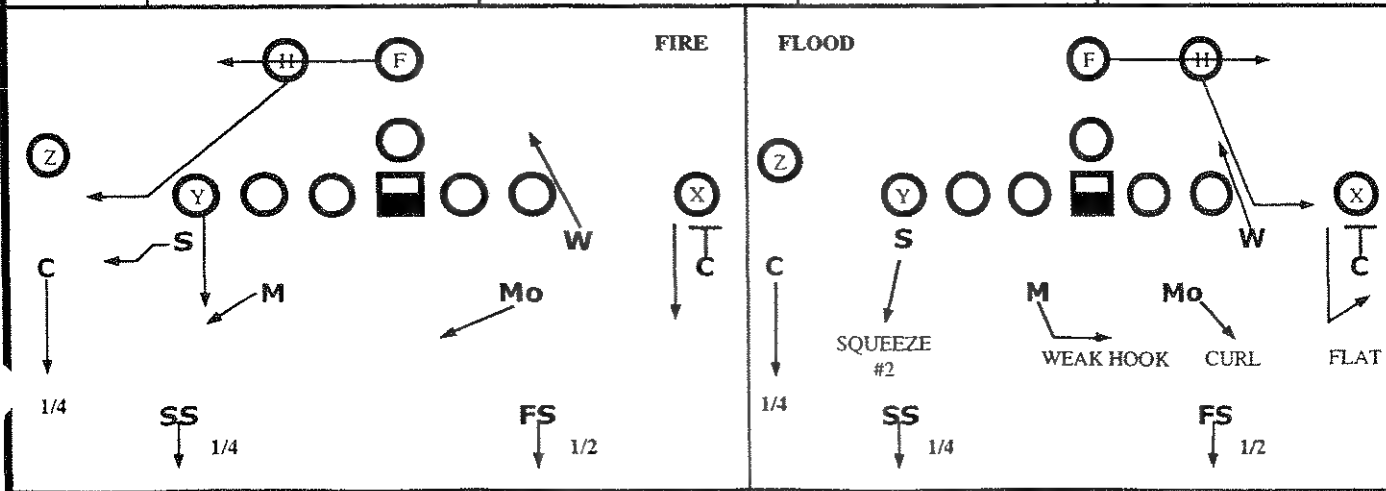


**COV. 4 (REX - LEE)
VS.
STANDARD SETS**

"LEE"



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	TE - NEAR BACK	GUARD - NEAR BACK	GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	ZONE MATCH 2-3 WITH MIKE CAN'T BE BEATEN TO THE FLAT	ZONE MATCH 2-3 WITH SAM	ZONE DROP OFF #2 WEAK CLUE WITH CB IF #2 INSIDE SQUEEZE	RUSH AND CONTAIN
FIRE	ZONE MATCH 2-3	ZONE MATCH 2-3	ZONE 3-WAY	RUSH AND CONTAIN
FLOOD	SQUEEZE #2	WEAK HOOK	CURL	RUSH AND CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	OUTSIDE SHADE	10 - 12 YDS DEEP OUTSIDE SHADE OF TE	10 - 12 YDS DEEP (OG) (OT) GAP	OUTSIDE SHADE
KEY	#1 - 2 - 3	#2 - SEE #1 AND #3	FLOW - OL - RECEIVERS	#1 - 2
RESP	ZONE DEEP OUTSIDE 1/4 OR PLAY TUFF TECHNIQUE	ZONE DEEP INSIDE 1/4	ZONE DEEP 1/2	FORCE #1 INSIDE - CLUE #2 WITH MO ZONE
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOOD	PLAY IT	PLAY IT	PLAY IT	PLAY IT



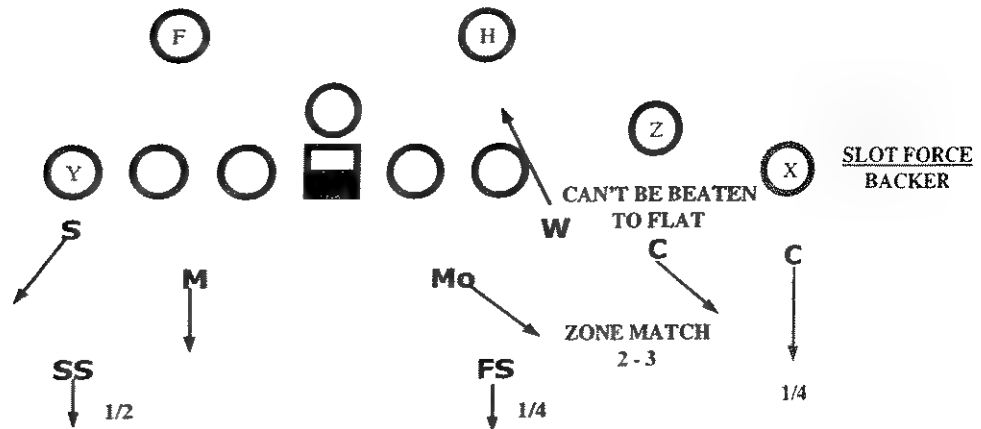
COV. 4 (REX - LEE)

V.S. SLOT SETS

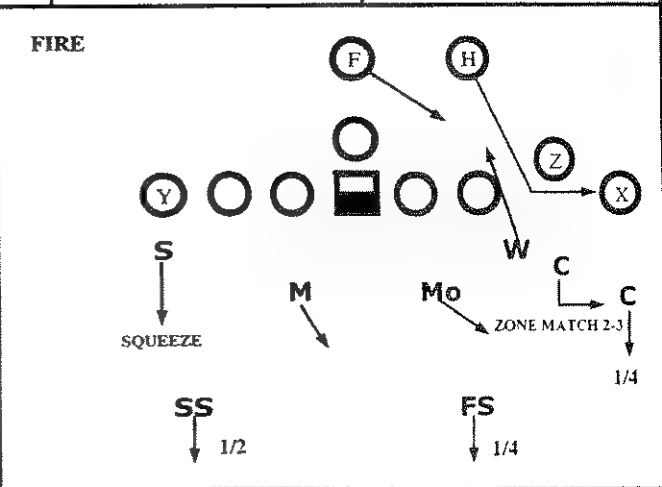
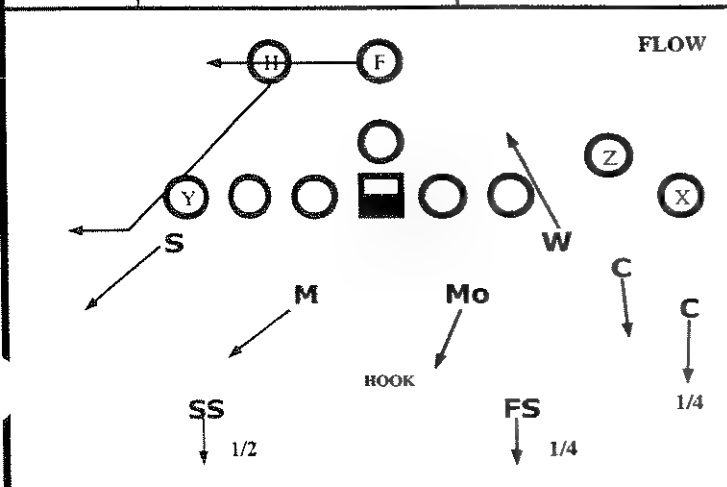
"REX"

CLOSED SIDE FORCE
BACKER

"CLOSED SIDE"
RULES



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	TE - NEAR BACK	GUARD - NEAR BACK	GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	CLOSED SIDE RULE	CLOSED SIDE RULE	ZONE MATCH 2 - 3 WITH SLOT CORNER	RUSH AND CONTAIN
FLOW	WIDER THAN WIDEST	CLOSED SIDE RULE	DROP TO HOOK READ PATTERNS	CONTAIN
FIRE	SQUEEZE REMAINING RECEIVER	PUSH TOWARD FIRE WITH DEPTH	ZONE MATCH 2 - 3	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	OUTSIDE #1	8 - 10 YDS DEEP INSIDE SHADE OF TE	8 - 10 YDS DEEP OG - OT GAP	OUTSIDE ALIGNMENT
KEY	#1 - 2	TE - OL - FLOW	#2 - SEE #1 AND #3	#2 - 3
RESP	DEEP OUTSIDE 1/4	CLOSED SIDE RULE - 1 ST REC DEEP - 2 ND REC DEEP 1/2 NO THREAT SLOUGH	ZONE DEEP INSIDE 1/4	ZONE MATCH 2 - 3 WITH MO CAN'T BE BEAT TO FLAT
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT



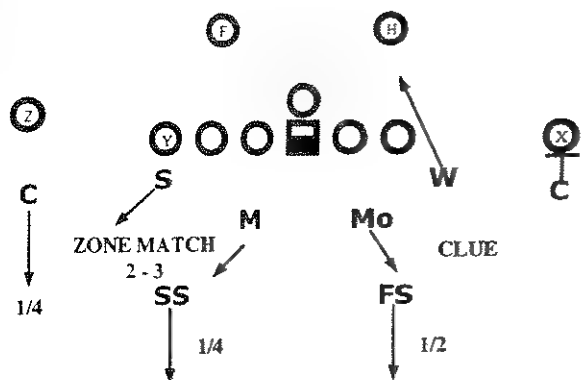
STANDARD

FORMATIONS

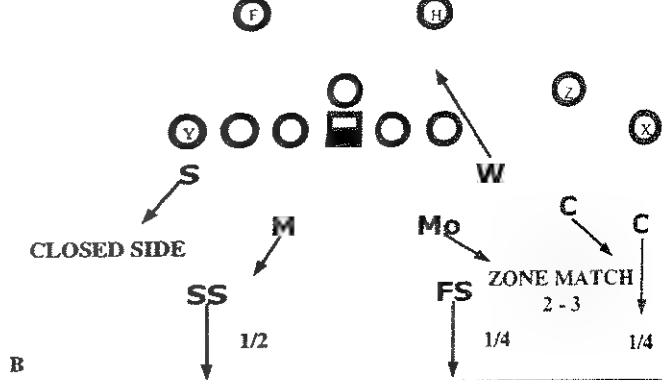
SLOT

PRO

SLOT



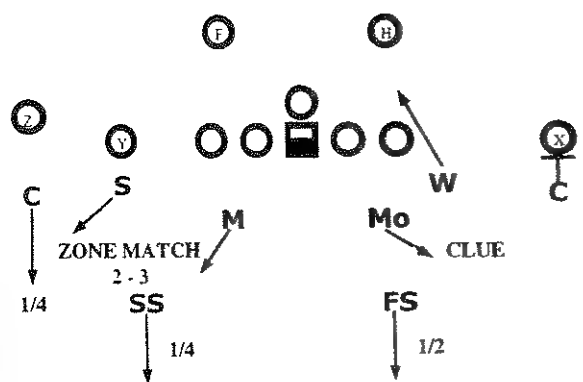
A



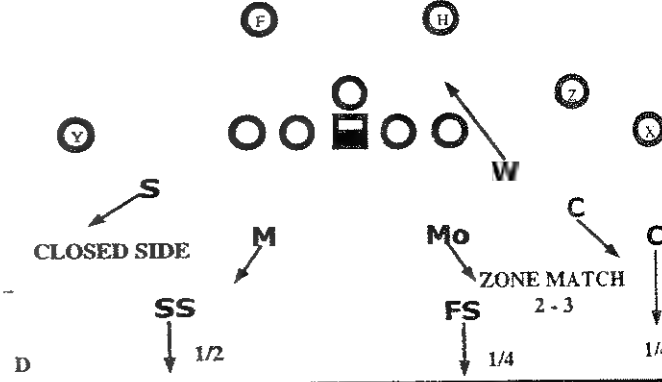
B

TE FLEX

TE OPEN



C

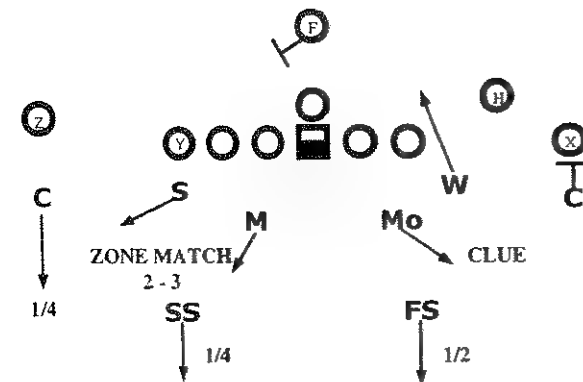


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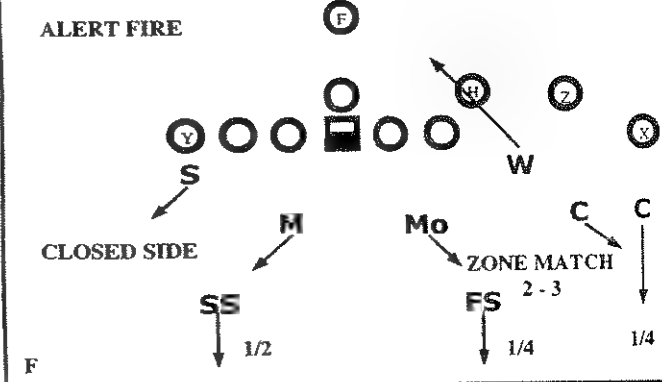
ALERT FLOOD

WHITE OUT

WHITE SLOT



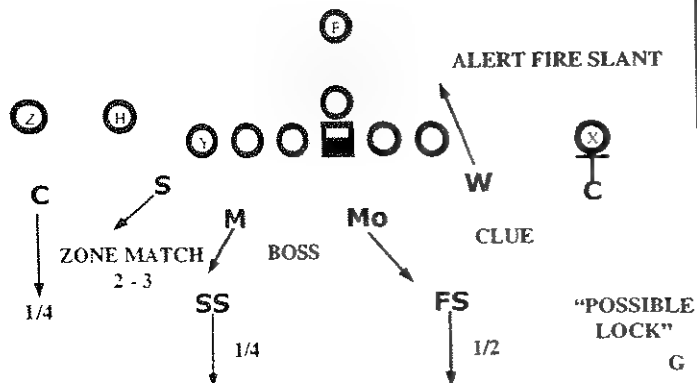
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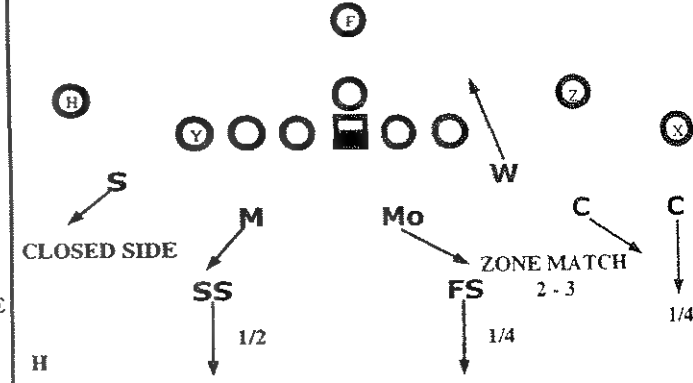
F

BLACK OUT

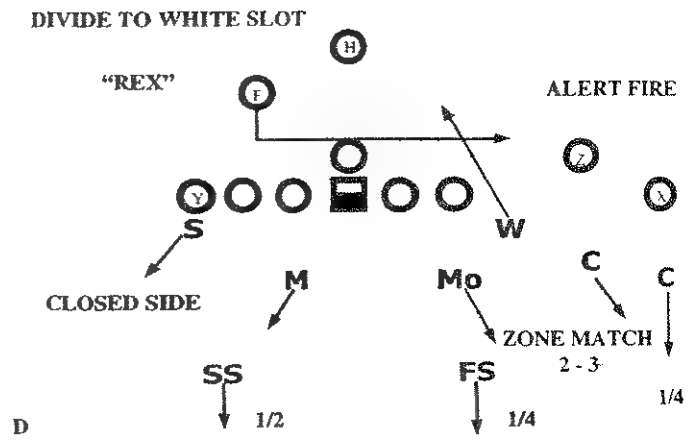
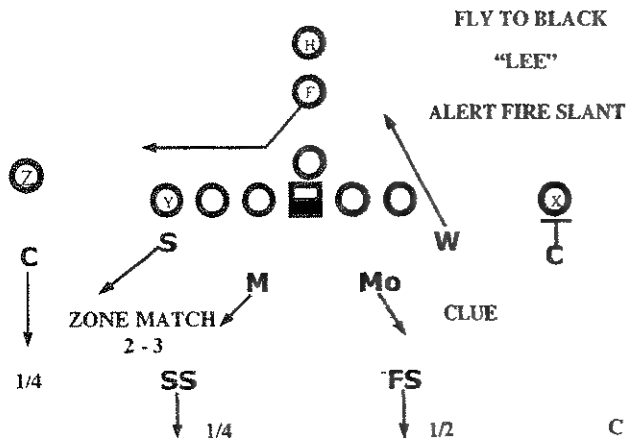
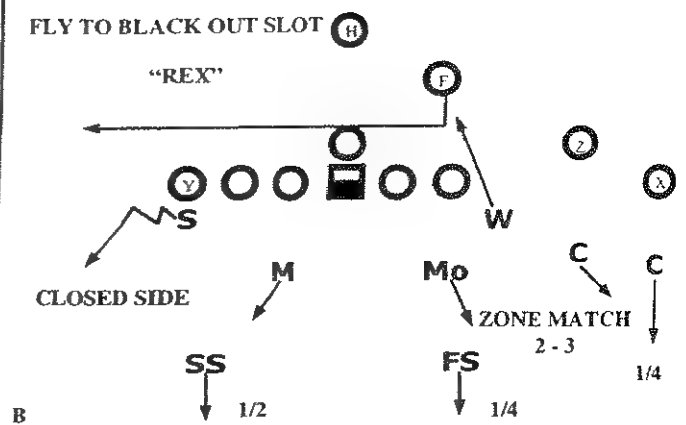
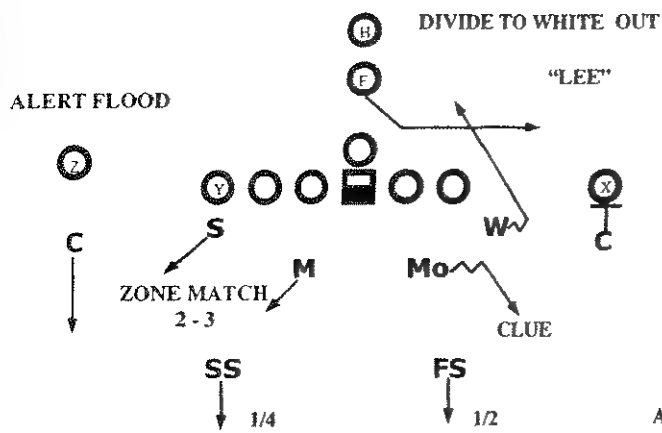
BLACK OUT SLOT



G



H



E

F

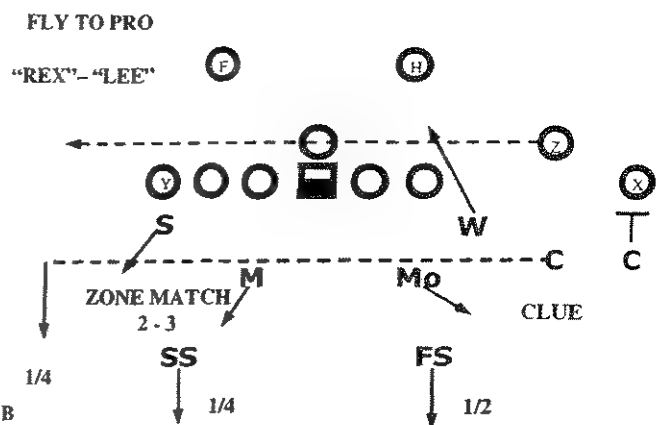
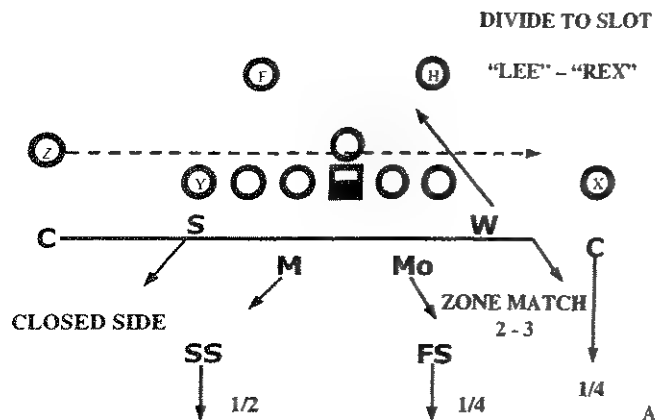
G

H

STANDARD

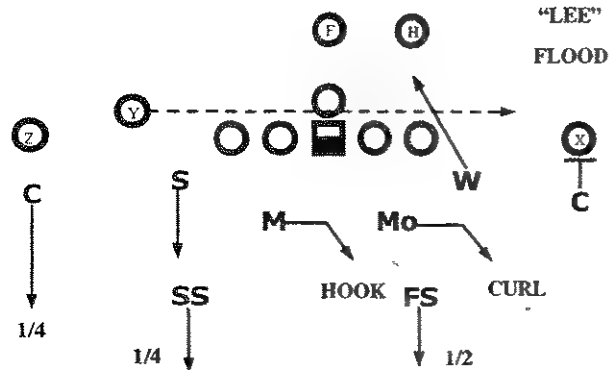
RECEIVER MOTION

SLOT



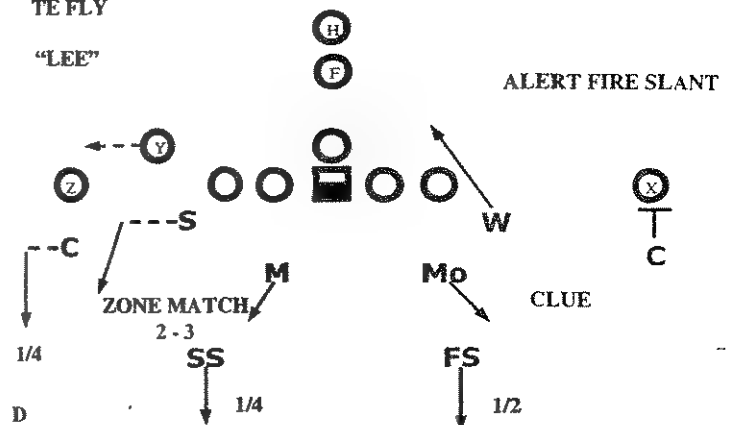
POSSIBLE CHECK 2

TE DIVIDE



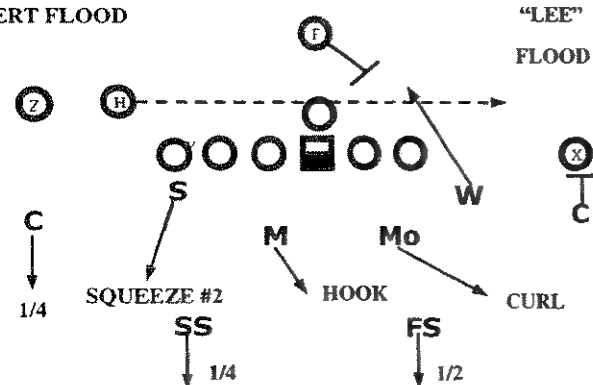
TE FLY

ALERT FIRE SLANT



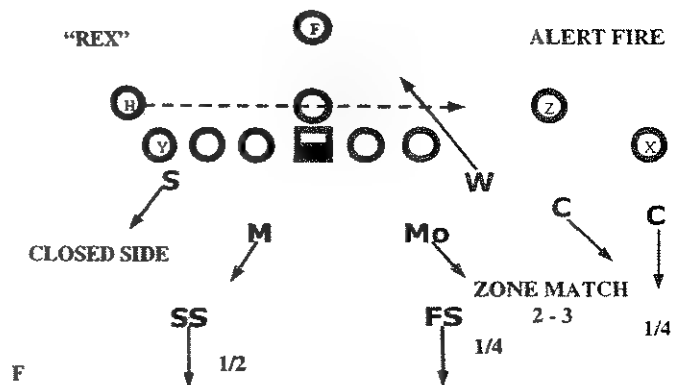
BLACK OUT H DIVIDE TO WHITE

ALERT FLOOD



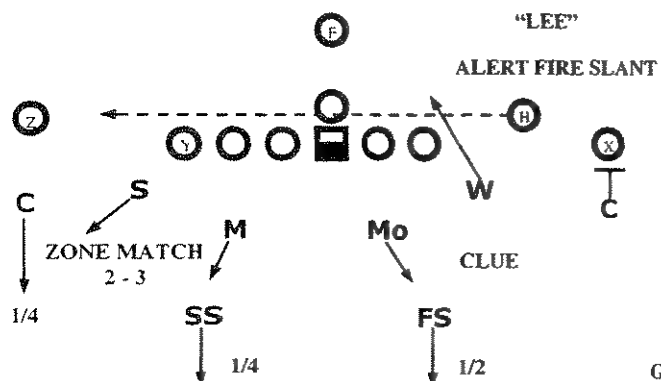
BLACK SLOT H DIVIDE WHITE SLOT

ALERT FIRE



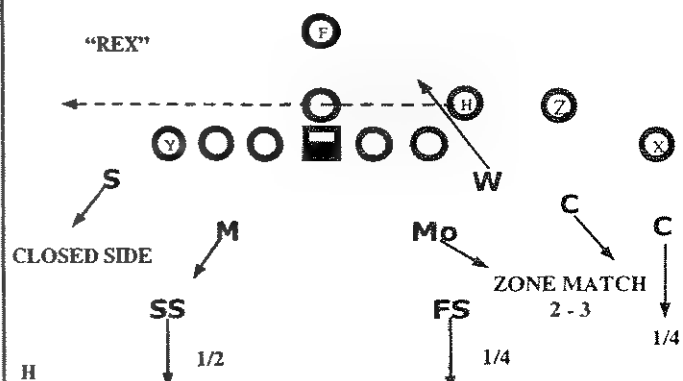
WHITE OUT H FLY TO BLACK OUT

"LEE" ALERT FIRE SLANT



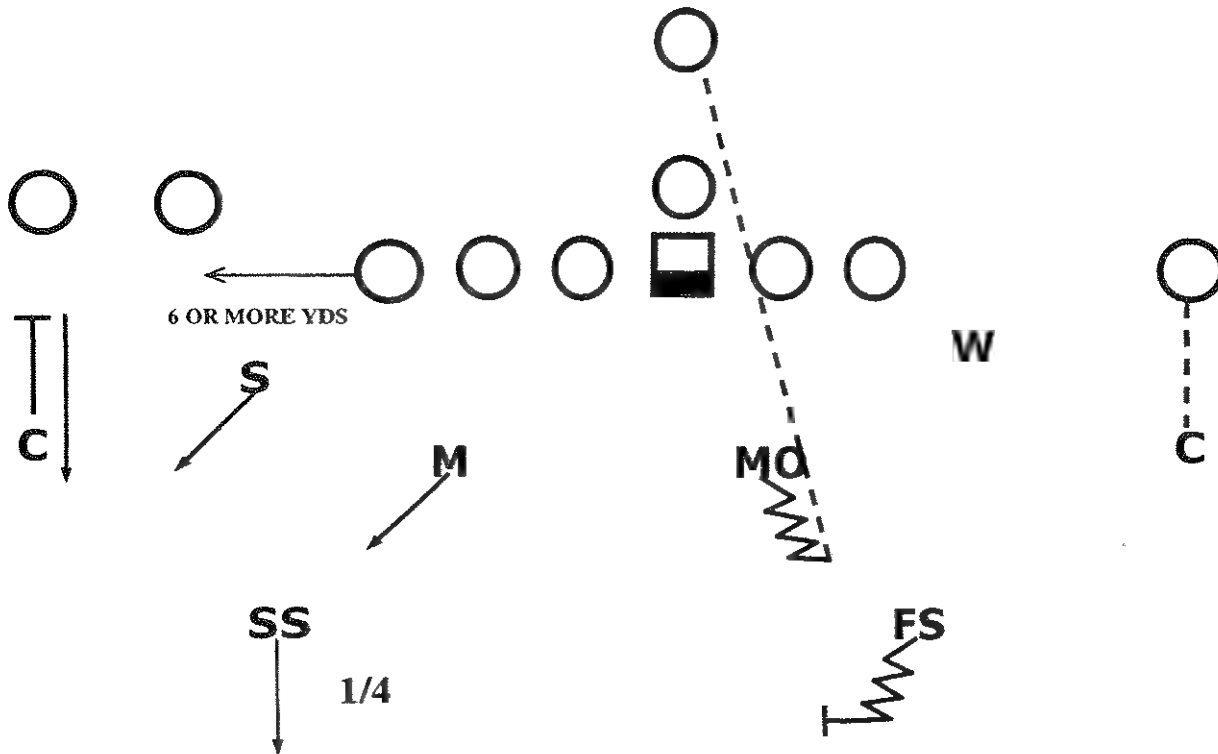
WHITE H FLY TO BLACK OUT SLOT

"REX"



“FAX” CHECK FOR COV. 4

USED VS. BLACK OUT FORMATIONS



SAM AN MIKE:

ZONE MATCH PATTERNS OF #2 AND #3

MO:

LOCK CALL

SS:

PLAY COV. 4, USE FREE SAFETY HELP

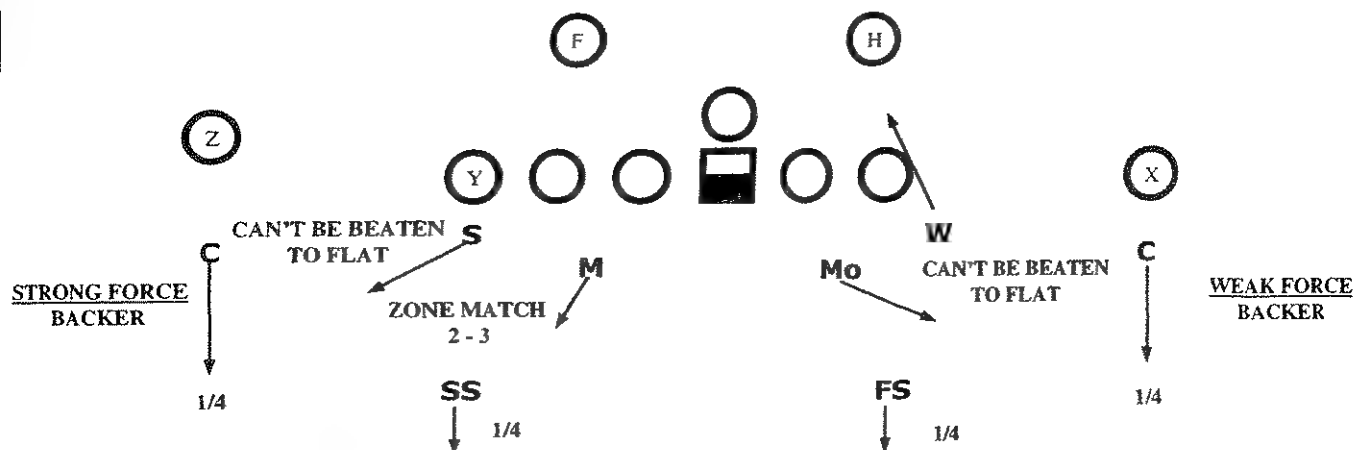
FS:

**VISION STRONG. IF ANY VERTICAL THREAT, TAKE HIM.
NO VERTICAL THREAT HELP ON X. (FREE)**

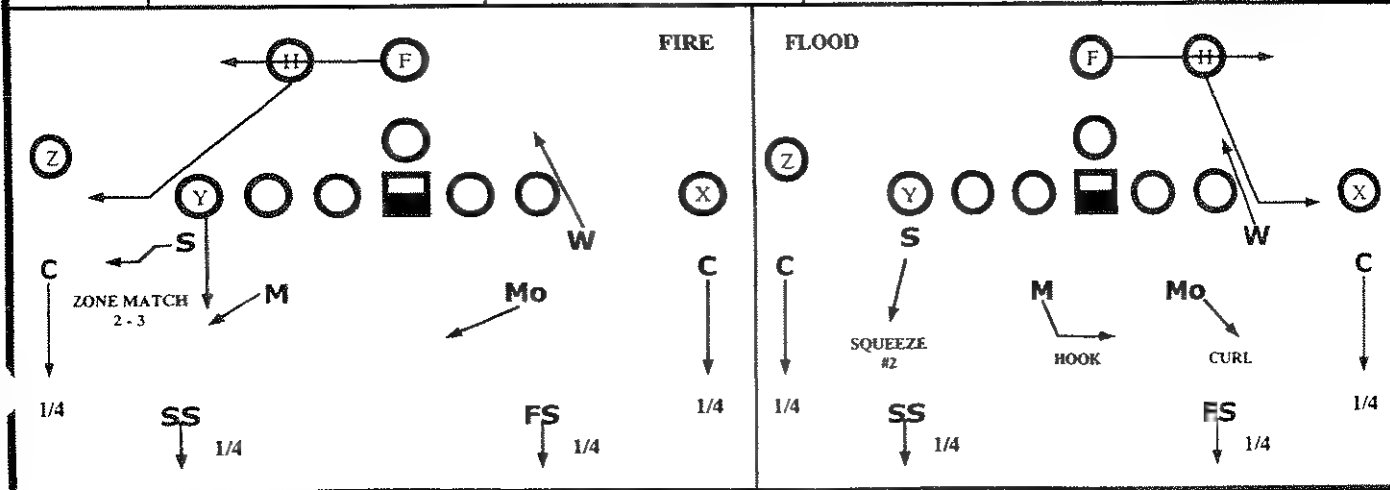
WC:

#1 MAN/MAN. PLAY FROM HEAD UP TO OUTSIDE TECHNIQUE

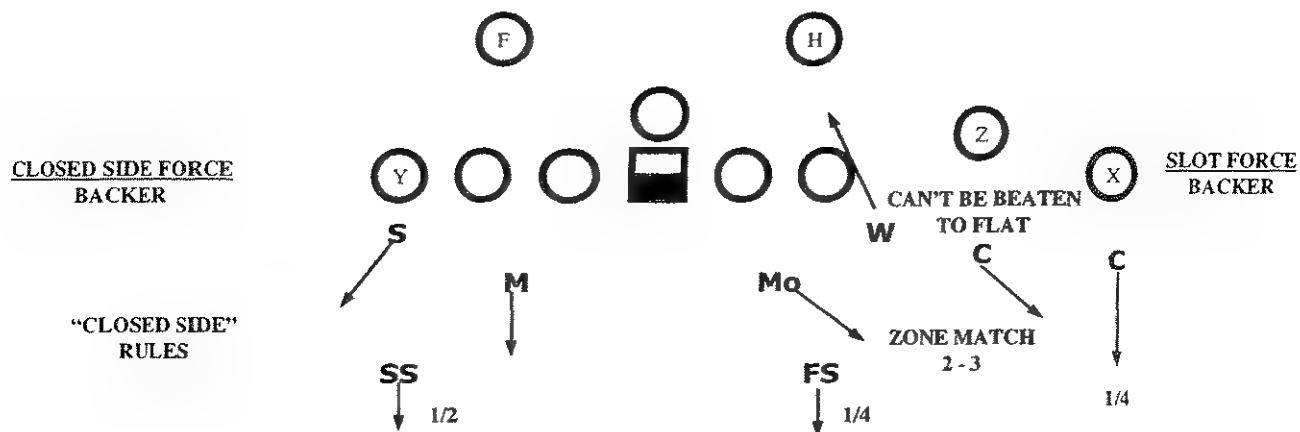
**COV. 8 (DOLLAR)
VS.
STANDARD SETS**



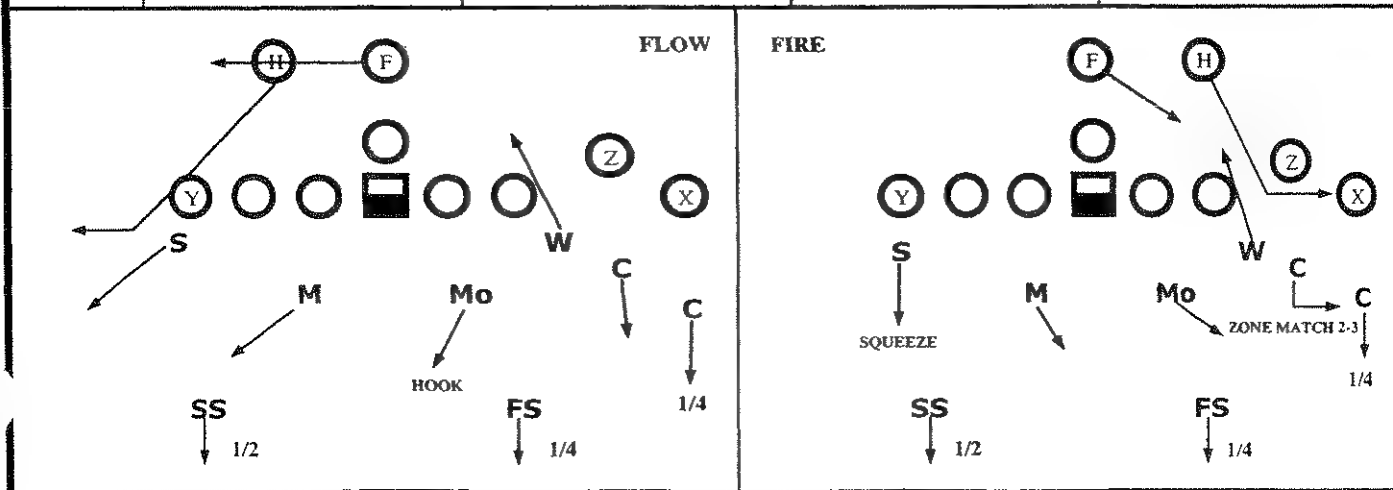
POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	TE - NEAR BACK	GUARD - NEAR BACK	GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	ZONE MATCH 2 - 3 WITH MIKE CAN'T BE BEATEN TO THE FLAT	ZONE MATCH 2 - 3 WITH SAM	ZONE CURL - FLAT OUTSIDE IN ON #2 WEAK	RUSH AND CONTAIN
FIRE	ZONE MATCH 2 - 3	ZONE 3 - WAY -	ZONE 3 - WAY	RUSH AND CONTAIN
FLOOD	SQUEEZE #2	HOOK - MATCH 3	CURL - MATCH 2	RUSH AND CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	OUTSIDE SHADE	10 - 12 YDS DEEP OUTSIDE SHADE OF TE	10 - 12 YDS DEEP (OG) (OT) GAP	OUTSIDE SHADE
KEY	#1	#2 - SEE #1 AND #3	#2 - SEE #1	#1
RESP	ZONE DEEP OUTSIDE 1/4	ZONE DEEP INSIDE 1/4	ZONE DEEP INSIDE 1/4	ZONE DEEP OUTSIDE 1/4
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOOD	PLAY IT	PLAY IT	PLAY IT	PLAY IT



**COV. 8
VS.
SLOT SETS (CHECK 4)**



POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	MIDDLE OF CORE	MIDDLE OF CORE	WEAK SIDE OF CORE
KEY	TE - NEAR BACK	GUARD - NEAR BACK	GUARD - NEAR BACK	BALL AND TRIANGLE
RESP	CLOSED SIDE RULE	CLOSED SIDE RULE	ZONE MATCH 2 - 3 WITH SLOT CORNER	RUSH AND CONTAIN
FLOW	WIDER THAN WIDEST	PLAY HOOK WITH DEPTH	DROP TO HOOK READ PATTERNS	CONTAIN
FIRE	SQUEEZE REMAINING RECEIVER	PUSH TOWARD FIRE WITH DEPTH	ZONE MATCH 2 - 3	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	OUTSIDE #1	8 - 10 YDS DEEP INSIDE SHADE OF TE	8 - 10 YDS DEEP OG - OT GAP	OUTSIDE ALIGNMENT
KEY	#1 - 2	TE - OL - FLOW	#2 - SEE #1 AND #3	#2 - 3
RESP	DEEP OUTSIDE 1/4	CLOSED SIDE RULE - 1 ST REC DEEP - 2 ND REC DEEP 1/2 NO THREAT SLOUGH	ZONE DEEP INSIDE 1/4	ZONE MATCH 2 - 3 WITH MO CAN'T BE BEAT TO FLAT
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT

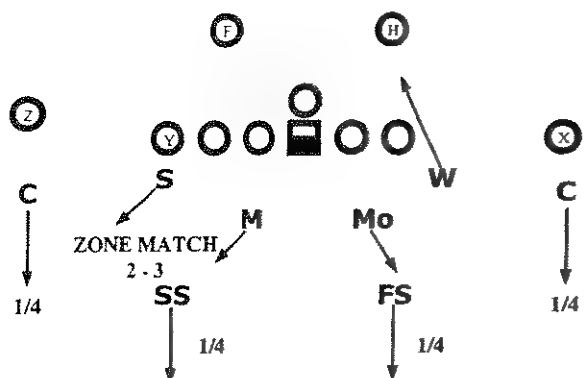


STANDARD

FORMATIONS

SLOT

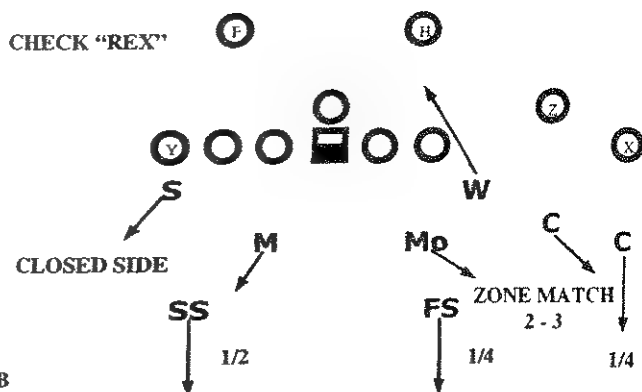
PRO



A

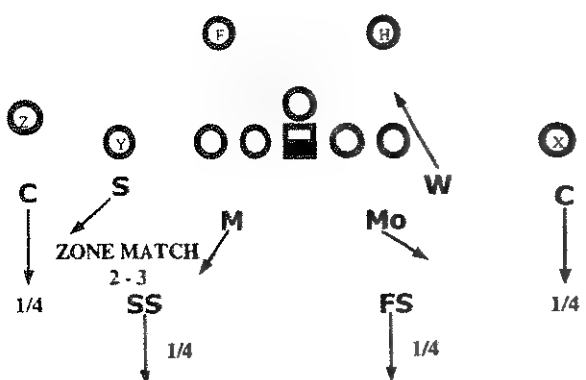
SLOT

CHECK "REX"



B

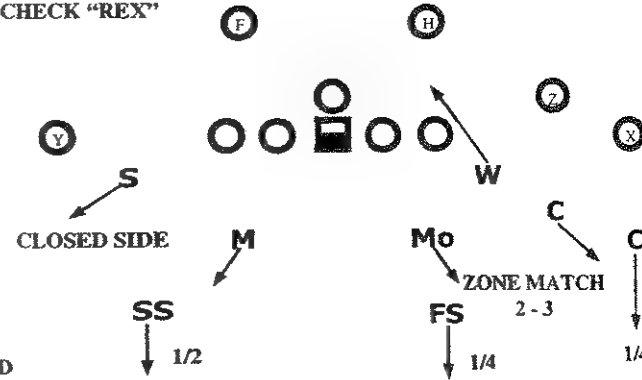
TE FLEX



C

TE OPEN

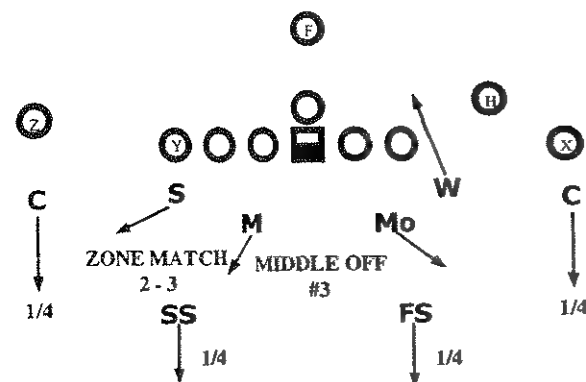
CHECK "REX"



D

ALERT FLOOD

WHITE OUT

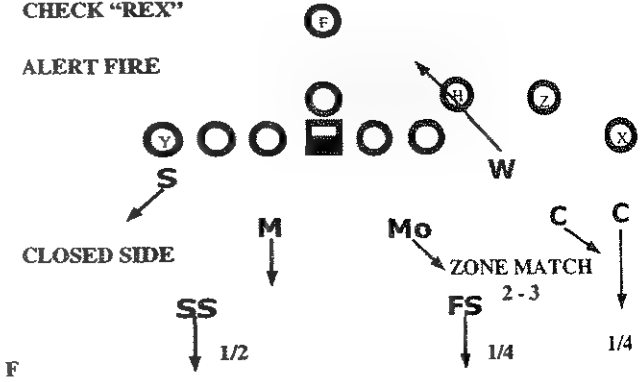


E

WHITE SLOT

CHECK "REX"

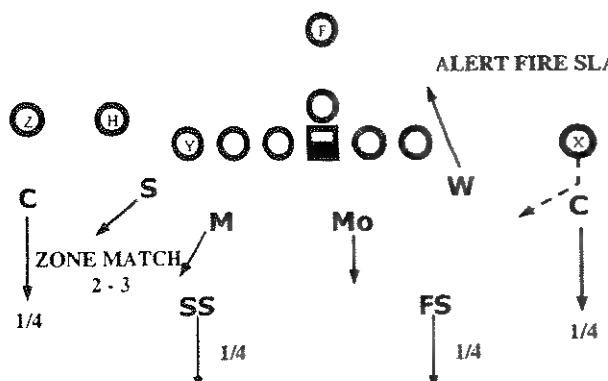
ALERT FIRE



F

BLACK OUT

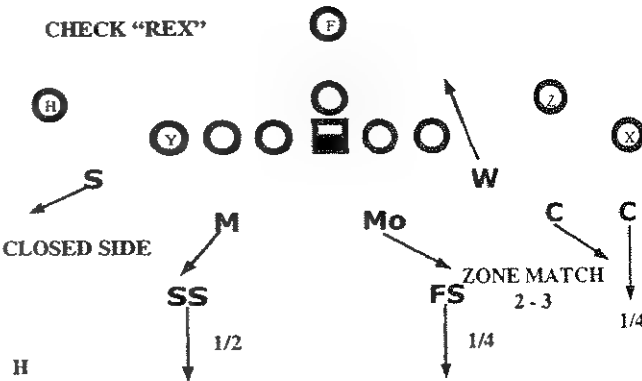
ALERT FIRE SLANT



G

BLACK OUT SLOT

CHECK "REX"



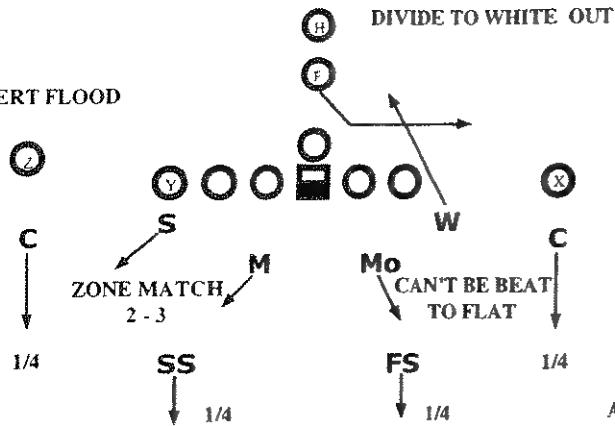
H

STANDARD

BACK MOTION

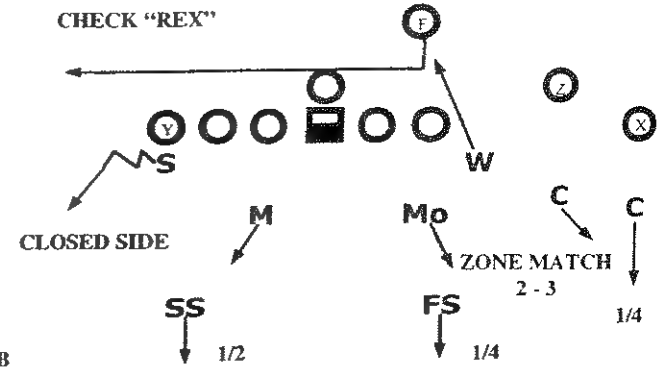
SLOT

ALERT FLOOD



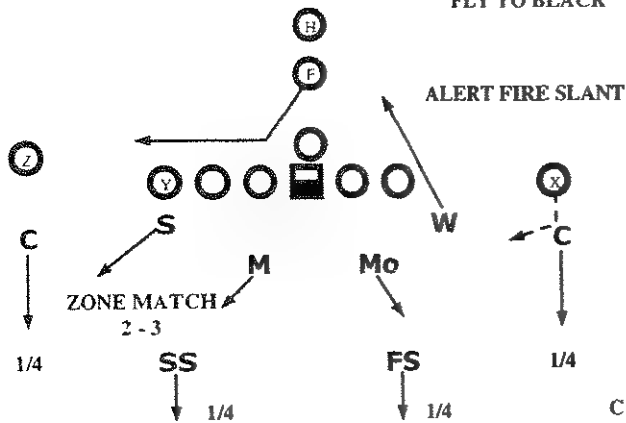
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FLY TO BLACK OUT SLOT



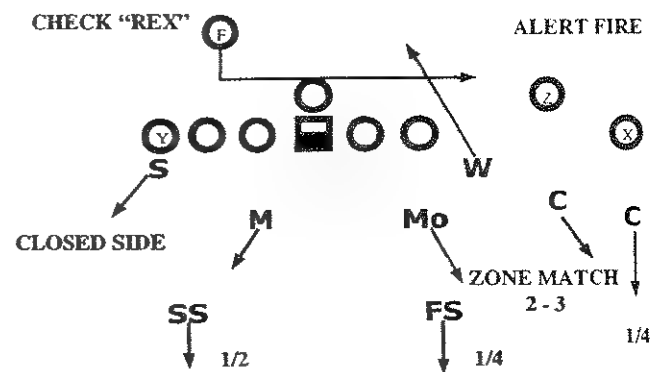
B

FLY TO BLACK



C

DIVIDE TO WHITE TRIPS



D

E

F

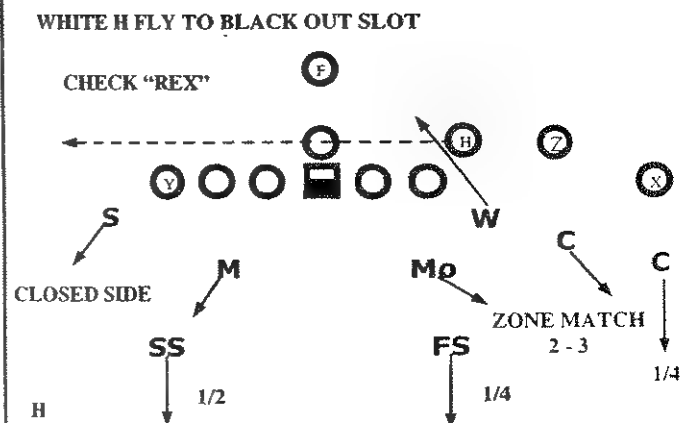
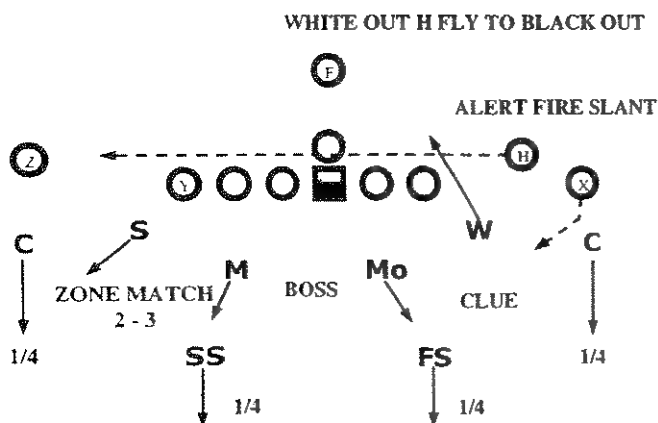
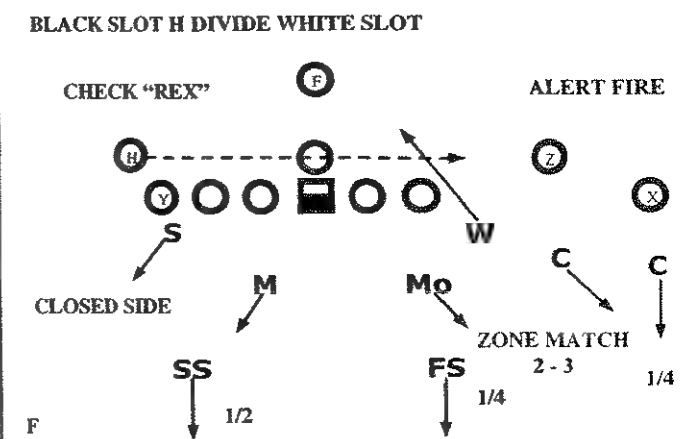
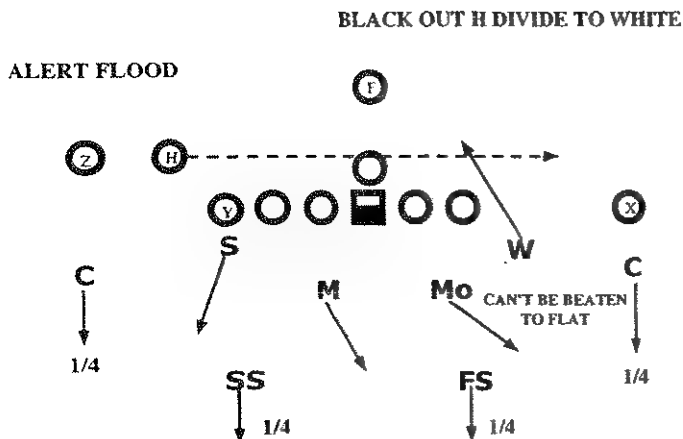
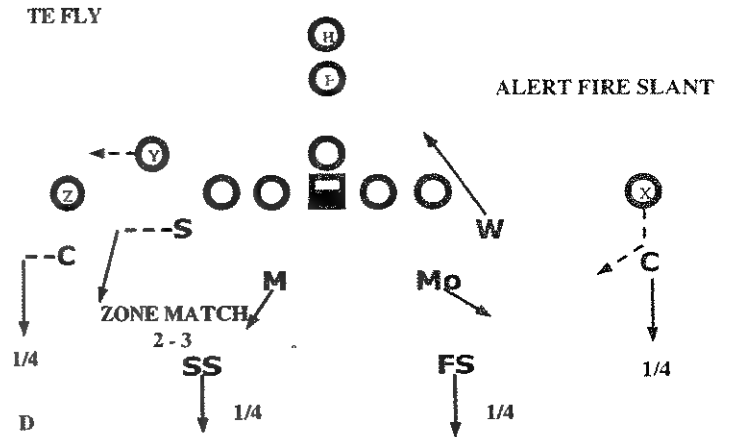
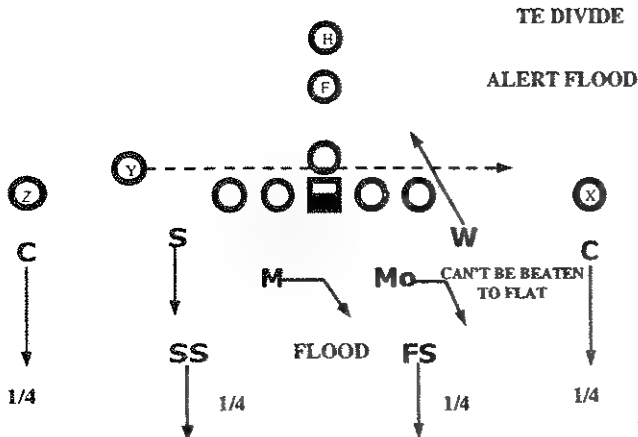
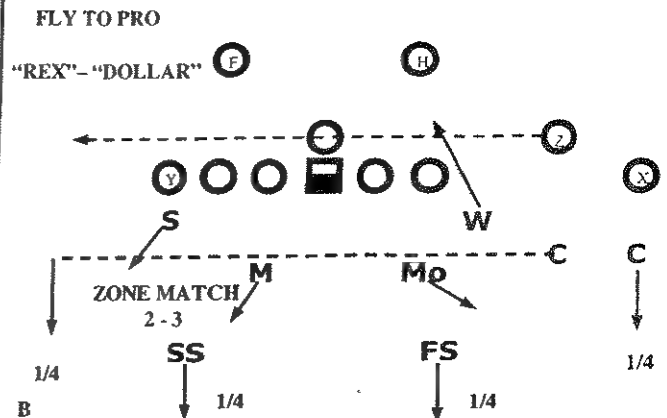
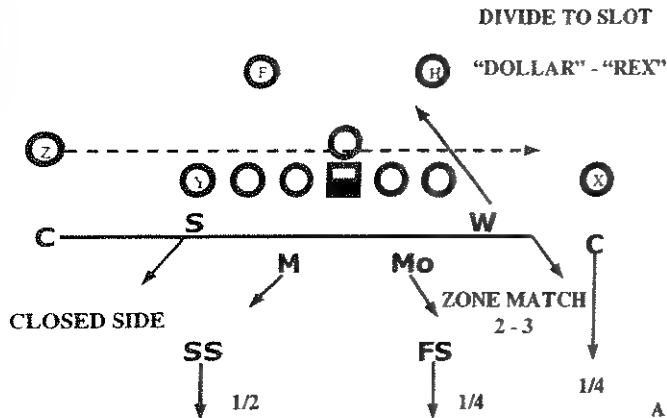
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H

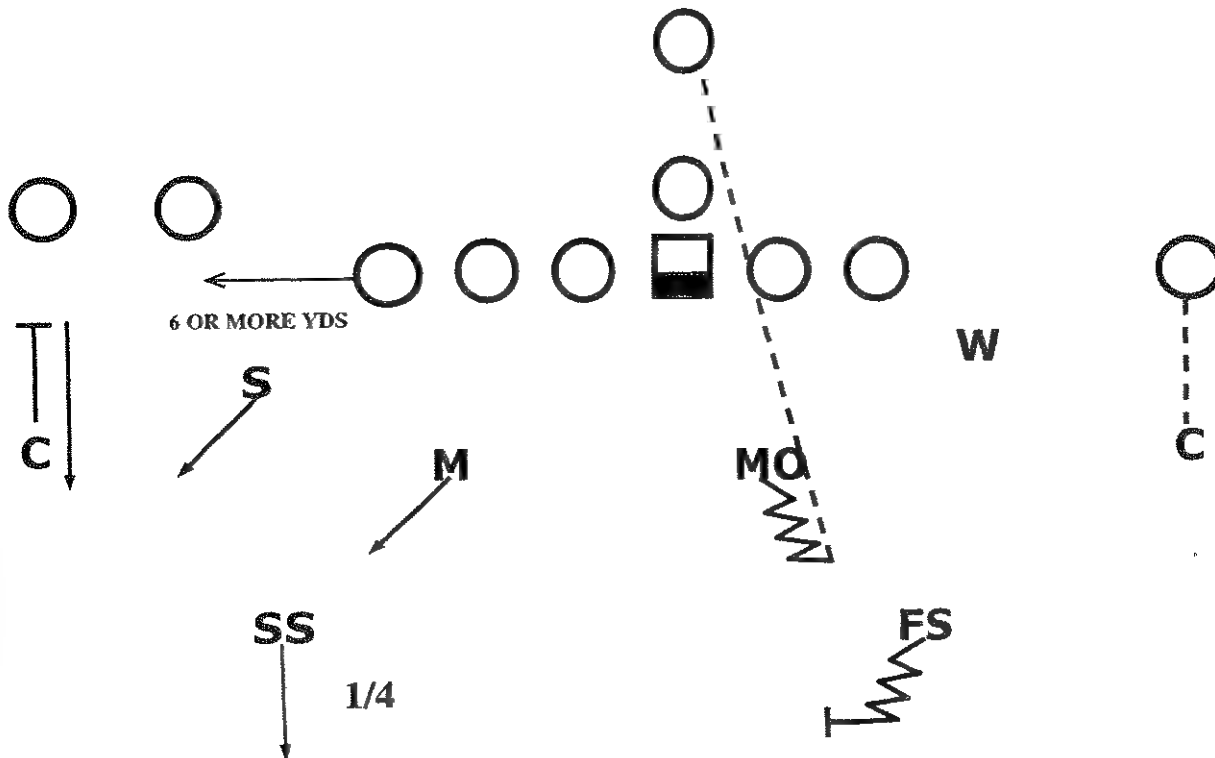
STANDARD

RECEIVER MOTION

SLOT



USED VS. BLACK OUT FORMATIONS



ZONE MATCH PATTERNS OF #2 AND #3

LOCK CALL

PLAY COV. 8, USE FREE SAFETY HELP

**VISION STRONG. IF ANY VERTICAL THREAT, TAKE HIM.
NO VERTICAL THREAT HELP ON X. (FREE)**

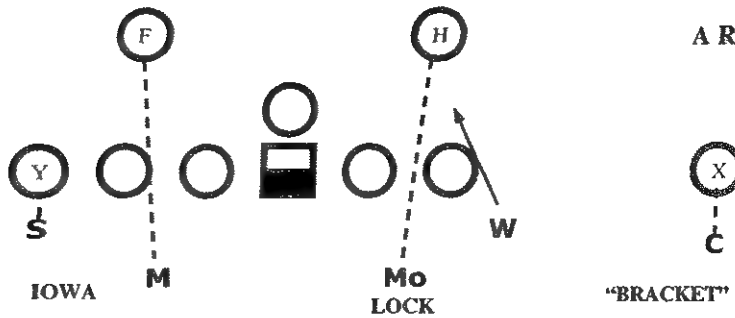
#1 MAN/MAN. PLAY FROM HEAD UP TO OUTSIDE TECHNIQUE

COV. 5 VS. STANDARD SETS

EX. WILL BULLETS
COV. 5

PRIMARILY
A RED ZONE CALL

ALERT
1. SALLY
2. BRADY



STRONG FORCE
BACKER

SS
↓
ALLEY

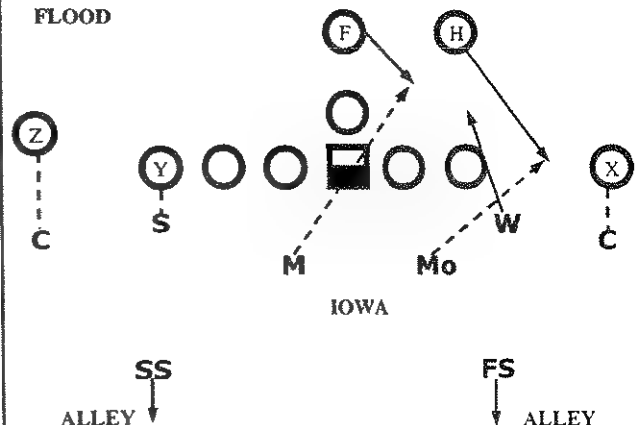
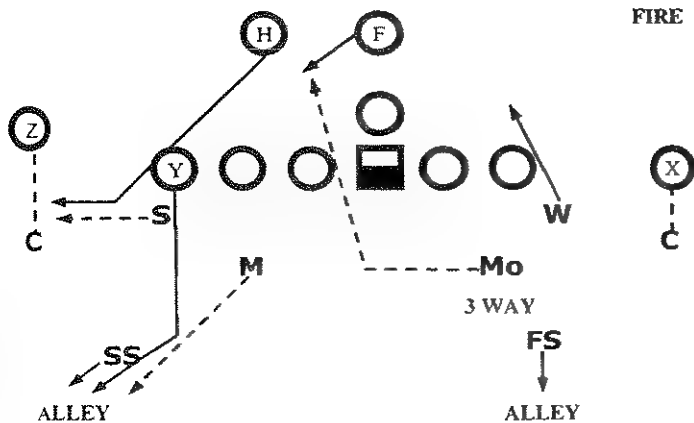
FS
↓
ALLEY

WEAK FORCE
BACKER

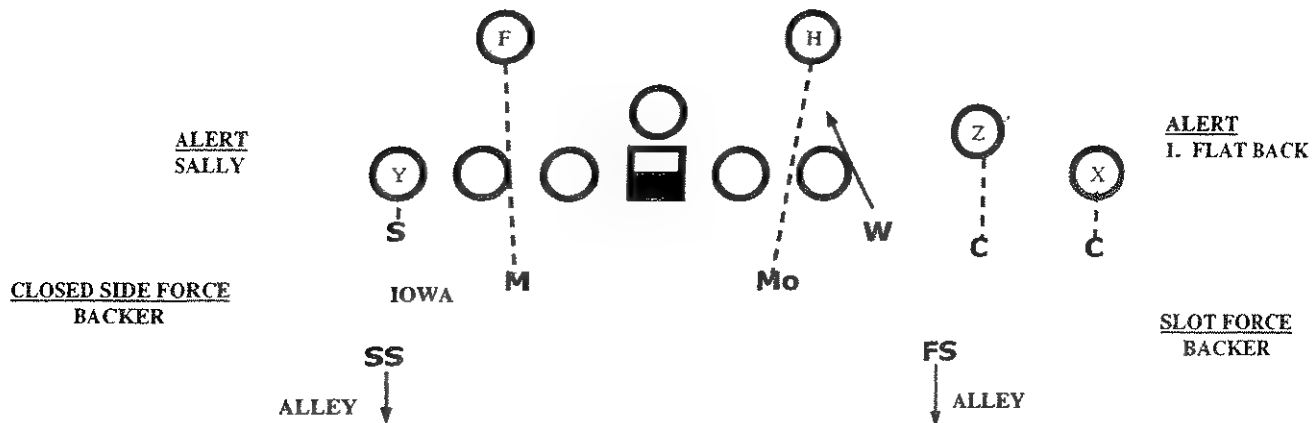
POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	ALIGNMENT TO COVER #2 - 3	ALIGNMENT TO COVER #2 WEAK	WEAK SIDE OF CORE
KEY	#2 - 3	#2 - 3	#2 WEAK	BALL AND TRIANGLE
RESP	IOWA 2 - 3 WITH MIKE	IOWA 2 - 3 WITH SAM	#2 WEAK MAN TO MAN ALERT BAM	RUSH AND CONTAIN
FIRE	3 - WAY	3 WAY	3 WAY	CONTAIN
FLOOD	LOCK ON TE	IOWA #2 - 3 WITH MO	IOWA #2 - 3 WITH MIKE	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	WEAK CORNER
ALIGN	OUTSIDE ALIGNMENT ON #1	OUTSIDE SHADE OF #2 8 - 10 YDS DEEP DISGUISE	8 - 10 YDS DEEP OUTSIDE (OT) DISGUISE	OUTSIDE ALIGNMENT ON #1
KEY	WR	TE - NEAR BACK	# 2 WEAK - SEE #1	WR
RESP	OUTSIDE MAN TO MAN ON #1	ALLEY - HELP LB DEEP ALERT SALLY - BRADY	ALLEY - HELP LB DEEP	OUTSIDE MAN TO MAN ON #1
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOOD	PLAY IT	PLAY IT	PLAY IT	PLAY IT

FIRE

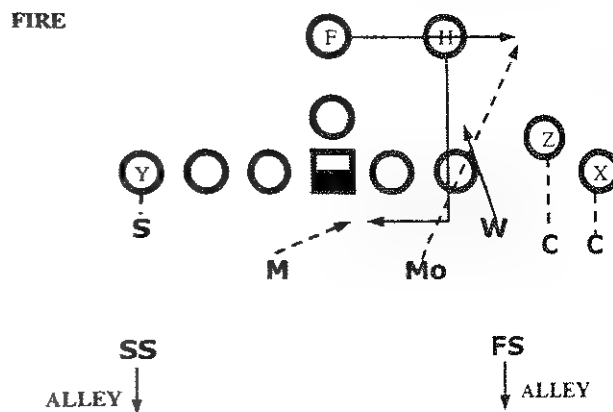
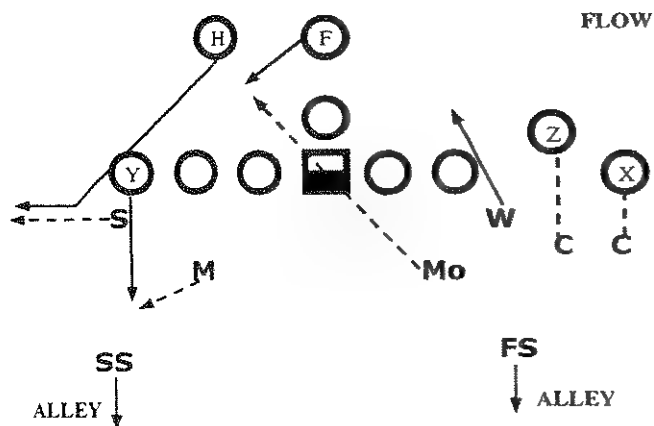
FLOOD



**COV. 5
VS.
SLOT SETS**



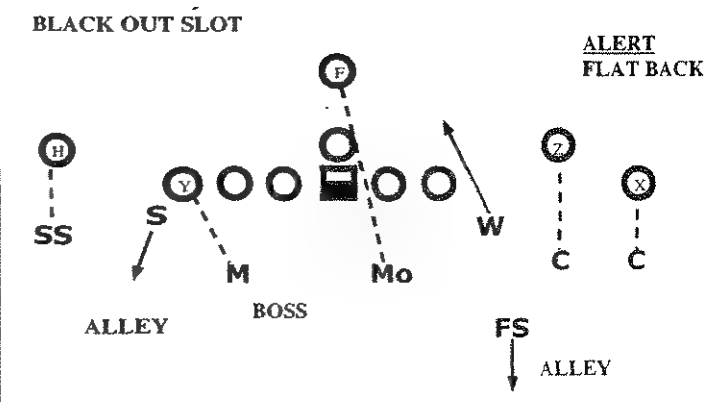
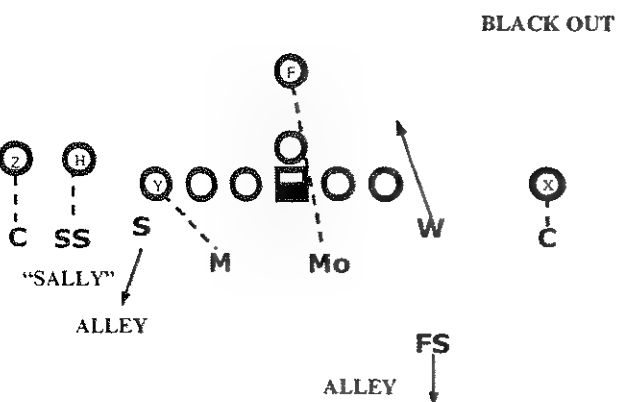
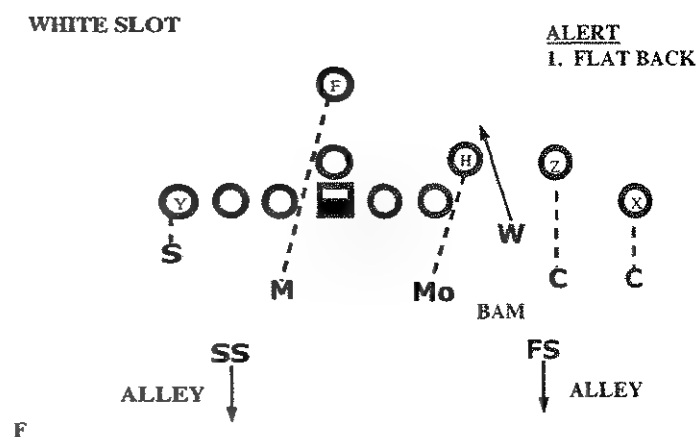
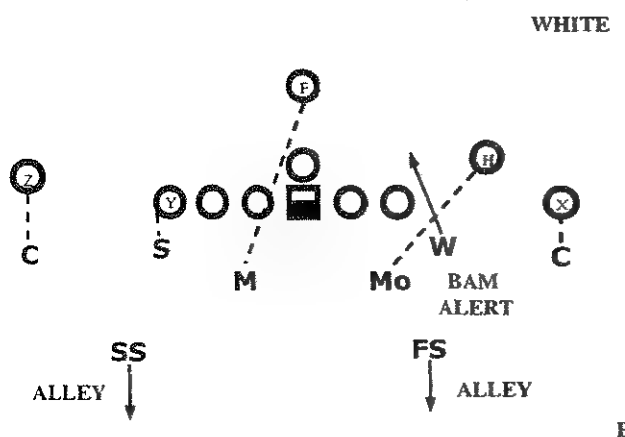
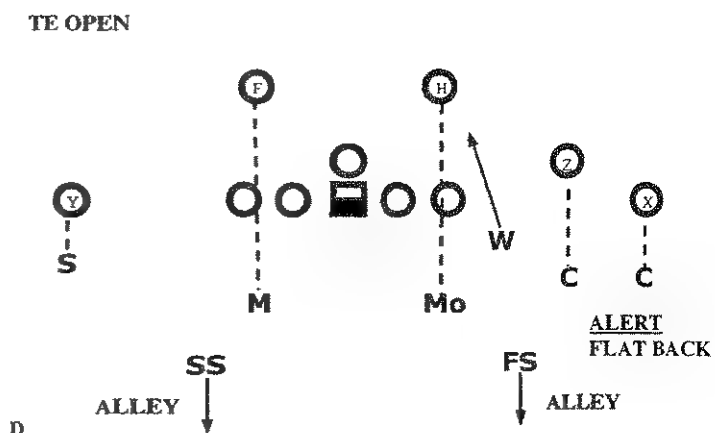
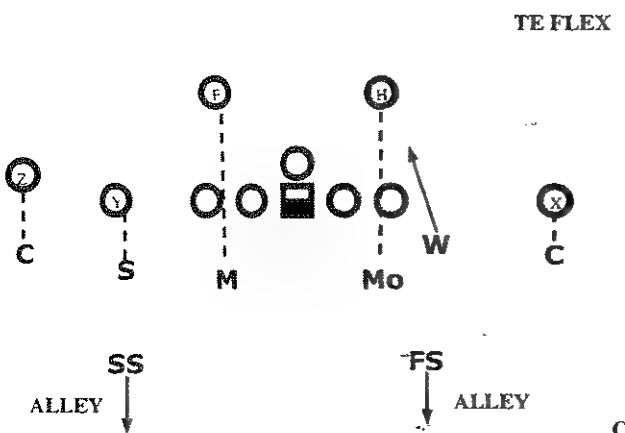
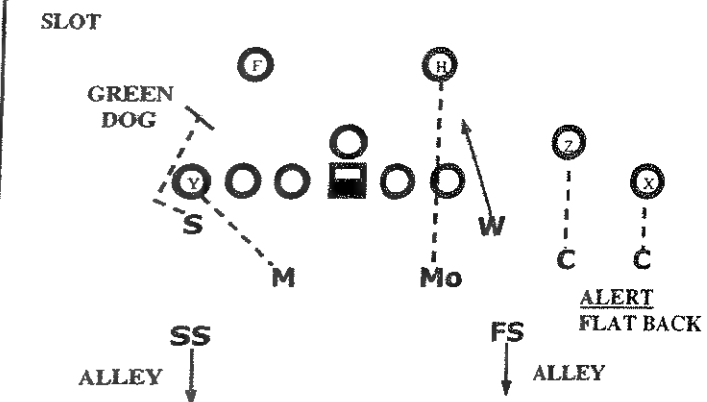
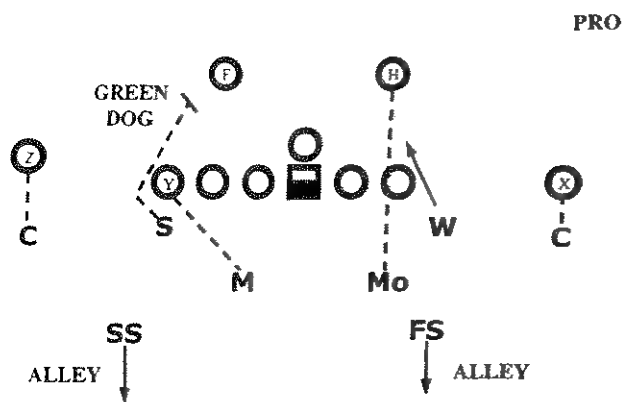
POSITION	SAM	MIKE	MO	WILL
ALIGN	STRONG SIDE OF CORE	ALIGNMENT TO COVER #1 - 2	ALIGNMENT TO COVER #3	WEAK SIDE OF CORE
KEY	#1 - 2	#1 - 2	#3	BALL AND TRIANGLE
RESP	IOWA #1 - 2 WITH MIKE	IOWA #1 - 2 WITH SAM	#3 MAN TO MAN ALERT BAM	RUSH AND CONTAIN
FLOW	IOWA WITH MIKE ALERT 3 - WAY	IOWA WITH SAM ALERT 3 - WAY	LOCK #3 - ALERT 3 - WAY	CONTAIN
FIRE	LOCK ON TE	IOWA WITH MO	IOWA WITH MIKE	CONTAIN
POSITION	STRONG CORNER	STRONG SAFETY	FREE SAFETY	SLOT CORNER
ALIGN	HEAD UP BUMP	8 - 10 YDS DEEP INSIDE SHADE OF THE TE	8 - 10 YDS DEEP (OG) (OT) GAP	HEAD UP BUMP
KEY	WR	O - LINE TO FLOW	#2 - 3	WR
RESP	OUTSIDE MAN TO MAN ON #1 ALERT FOR CALLS	DEEP 1/2 - HELP LB'S LOOK TO HELP ON CROSSLERS ROUTES	ALLEY - HELP CORNER AND LB DEEP	OUTSIDE MAN TO MAN ON #2 ALERT FOR CALLS
FIRE	PLAY IT	PLAY IT	PLAY IT	PLAY IT
FLOW	PLAY IT	PLAY IT	PLAY IT	PLAY IT

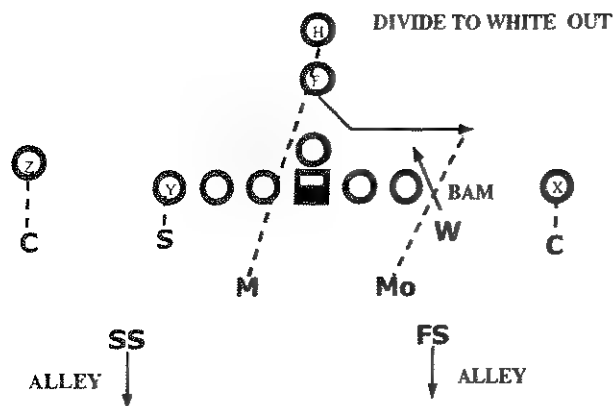


STANDARD

FORMATIONS

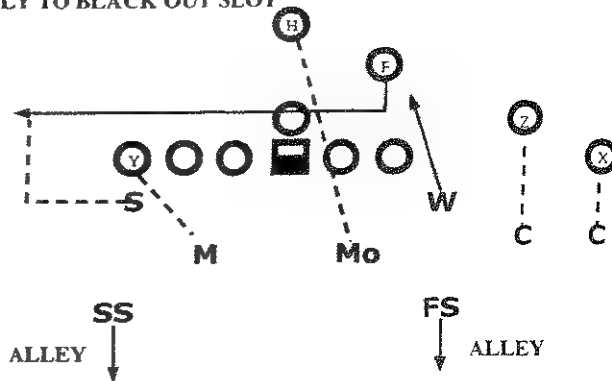
SLOT





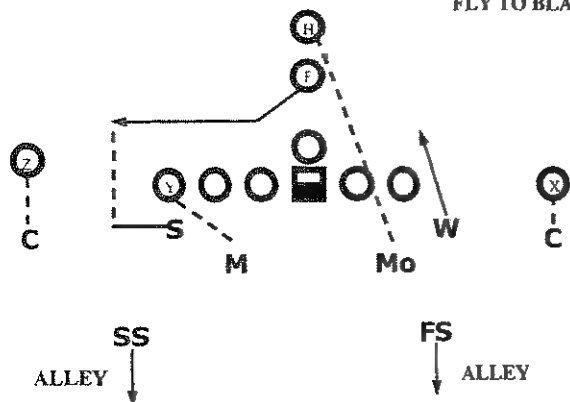
A

FLY TO BLACK OUT SLOT



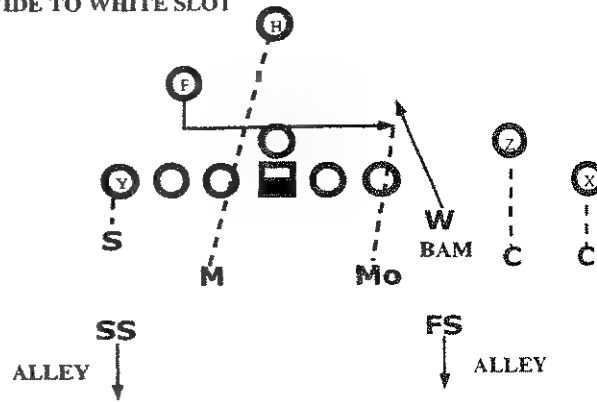
B

FLY TO BLACK



C

DIVIDE TO WHITE SLOT



D

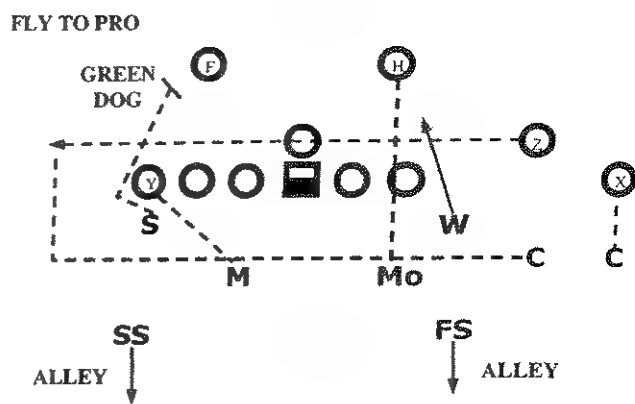
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F

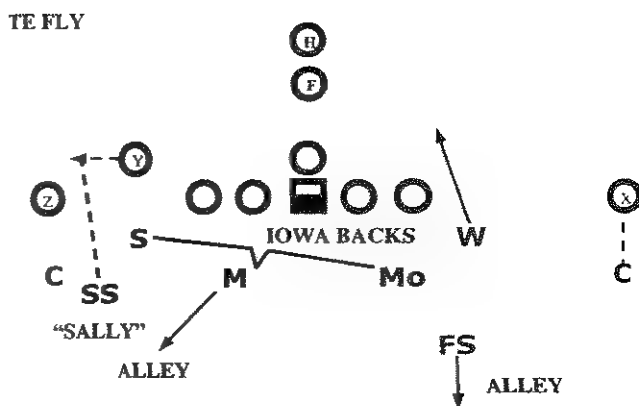
G

H

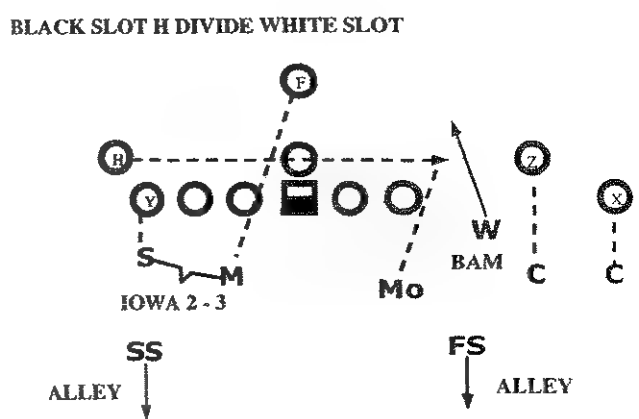
SLOT



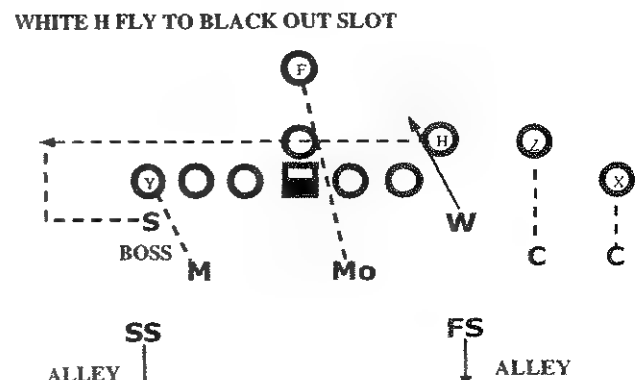
A	B
1	1
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3	3
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13	13
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100	100



C	D
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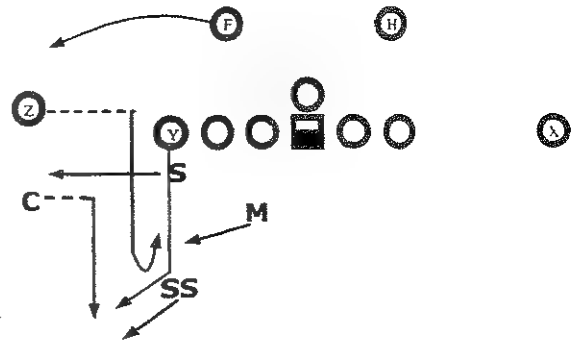
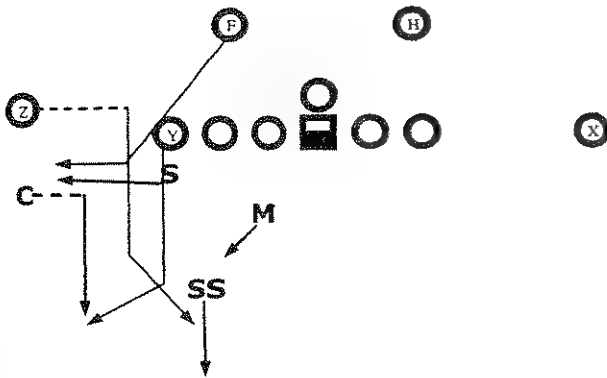
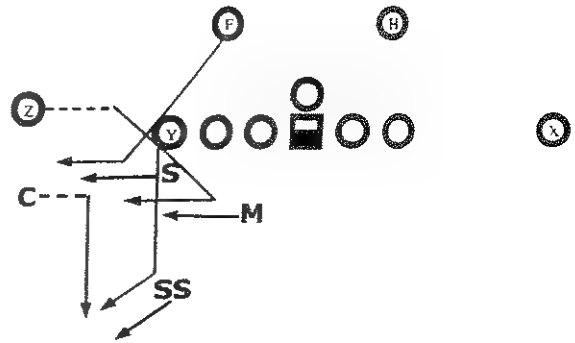
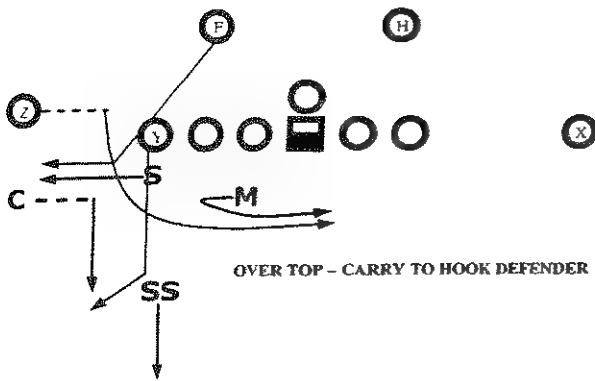


E | I



G	H
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BUNCH



WHEN BUNCH APPLIES

BUNCH IS USED VS A CLUSTER OF REC IN ZONE COVERAGE

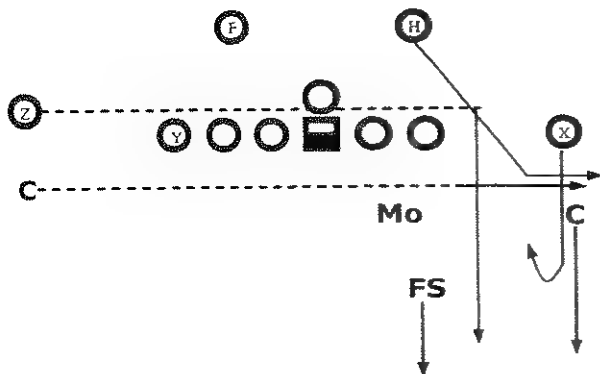
VS PRO

SAM: FLAT. COVER REC FROM OUTSIDE IN
 MIKE: 1ST INSIDE CUT. CARRY CROSSER TO WEAK HOOK DEFENDER.
 ALERT FIRE BUNCH
 SS: UPFIELD ROUTES
 SC: UPFIELD ROUTES

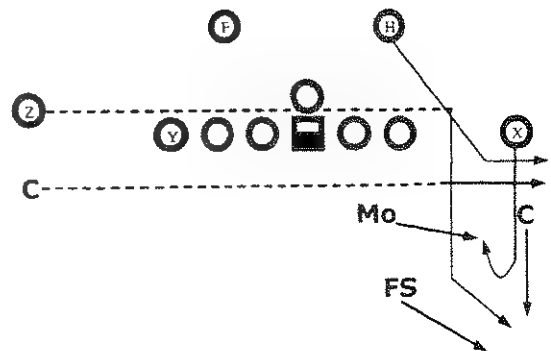
VS SLOT

SLOT CORNER: FLAT
 WEAK BACKER: 1ST INSIDE CUT
 OUTSIDE CORNER: FS:

UPFIELD ROUTES
 UPFIELD ROUTES

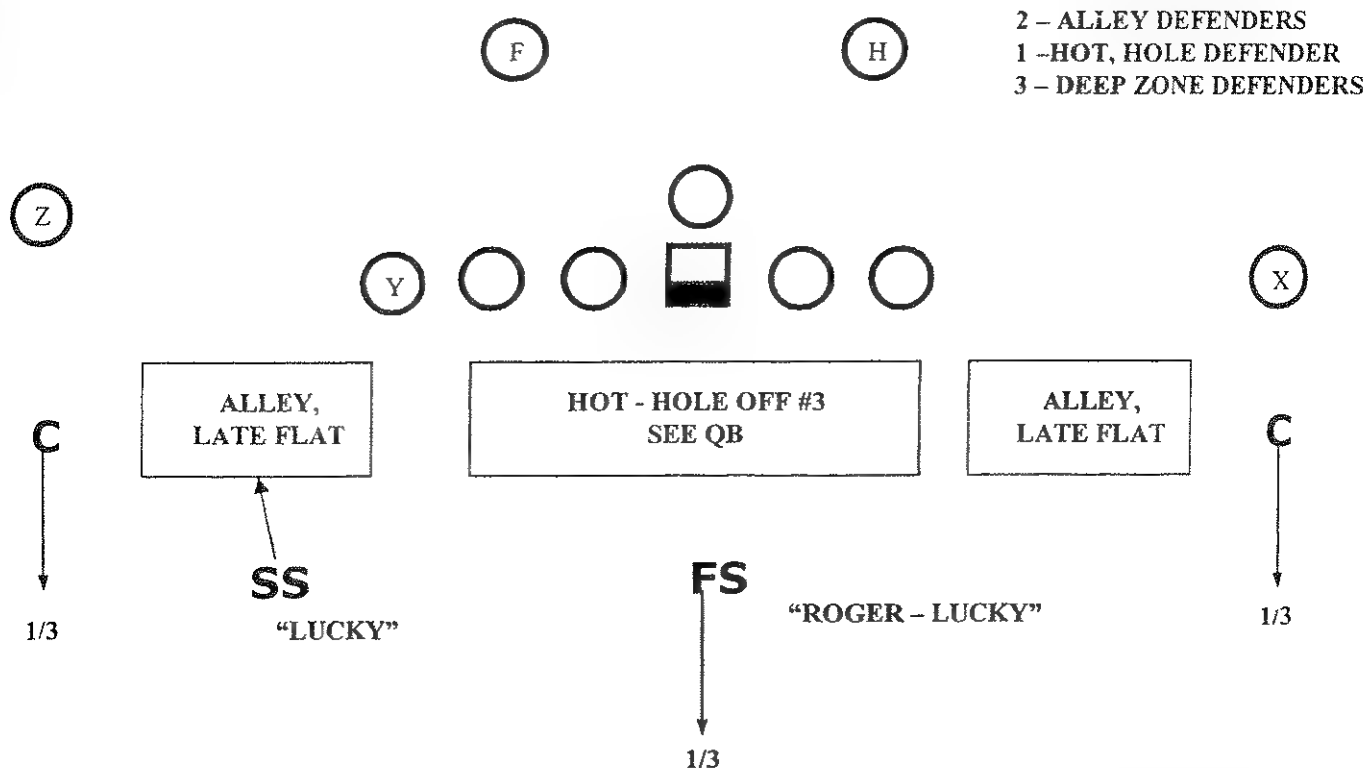


CORNER COMES ACROSS AND YELLS "BUNCH"



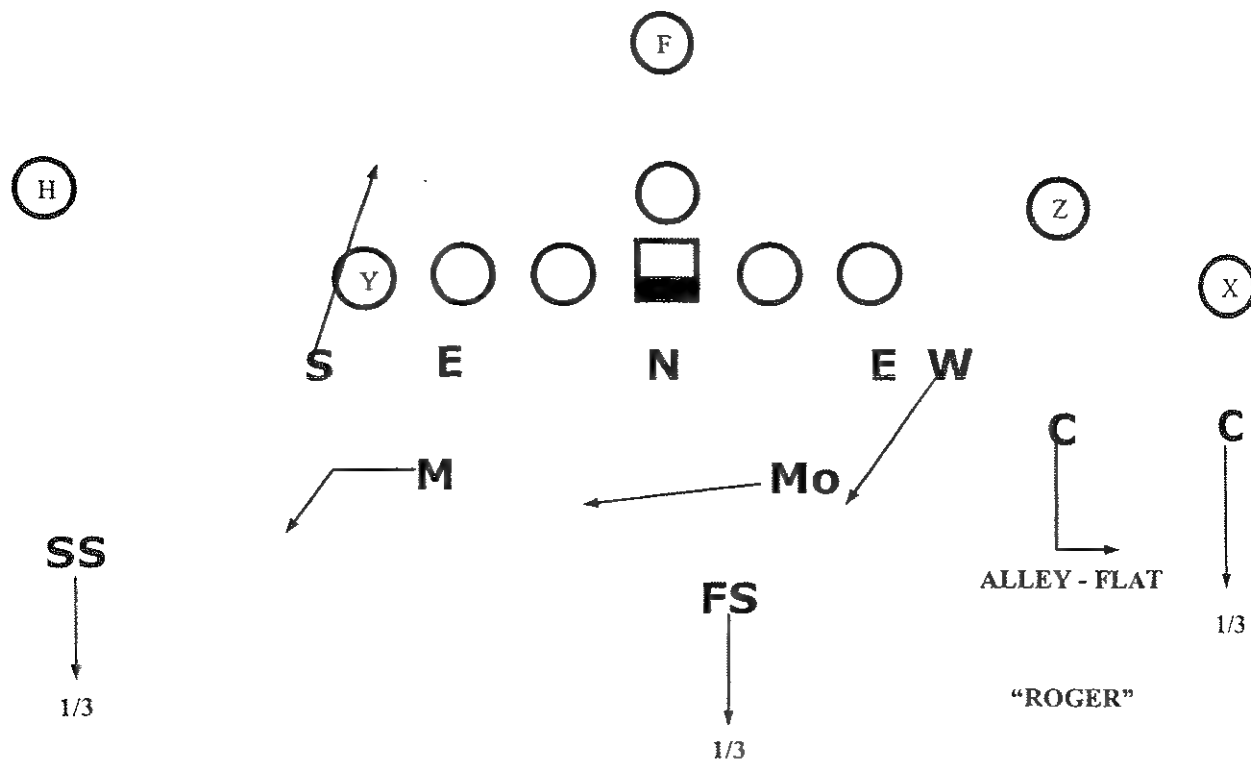
CORNER COMES ACROSS AND YELLS "BUNCH"

ZONE DOG COVERAGE

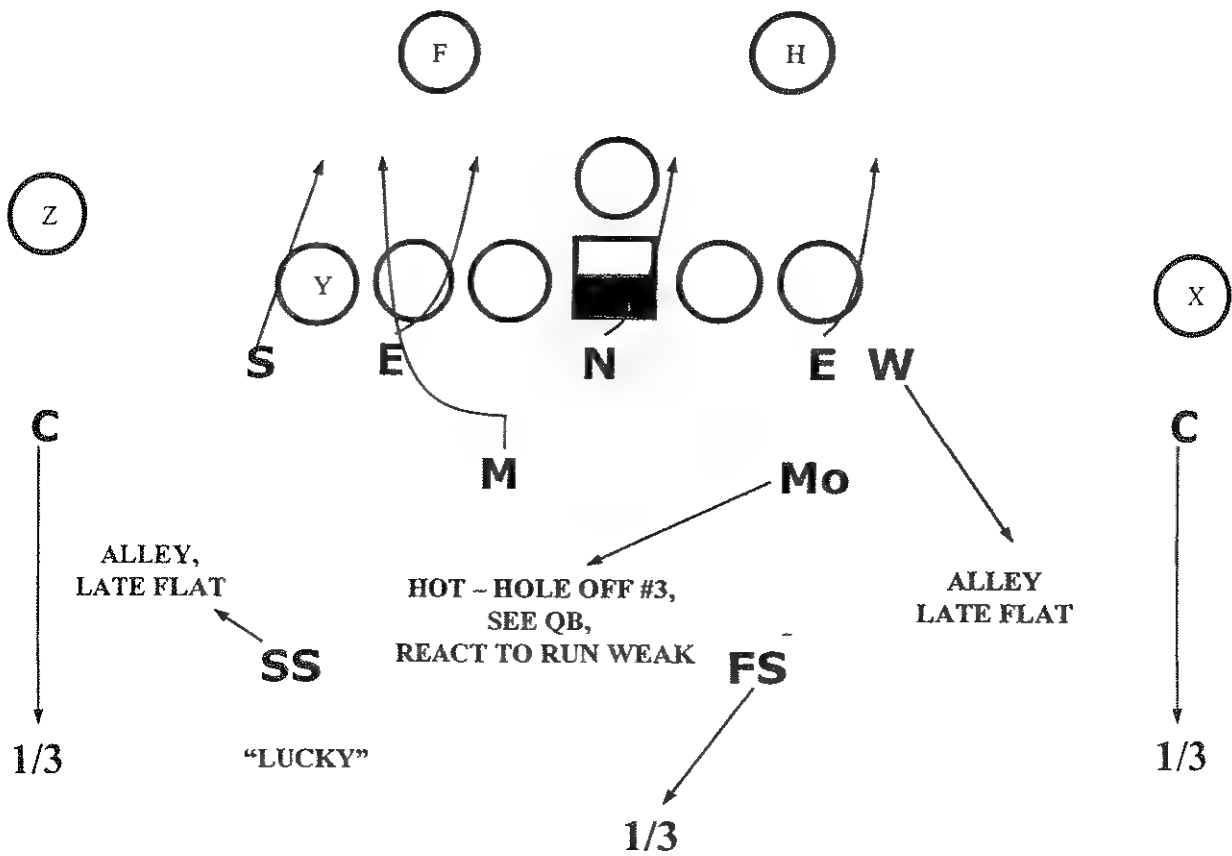


VS. BLACK OUT SLOT

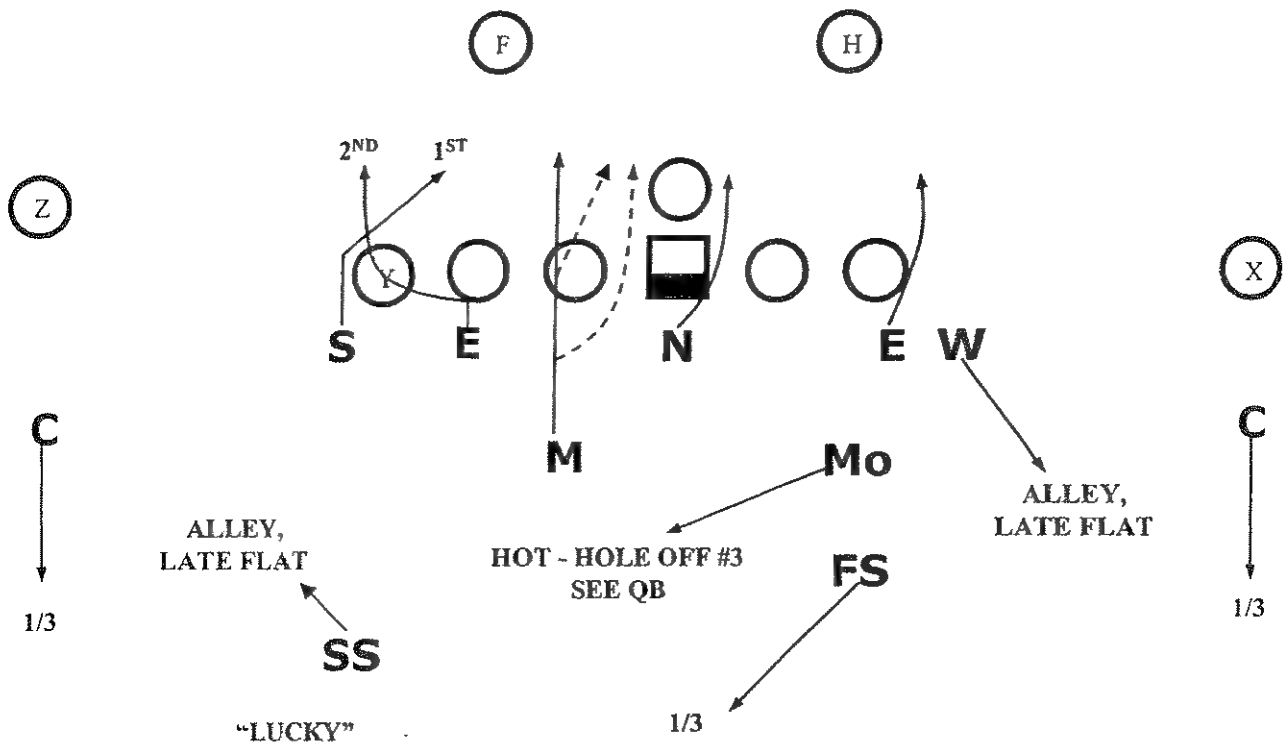
WITH STRONG RUSHERS: CHECK SAM BAY
WITH WEAK RUSHERS: PLAY IT



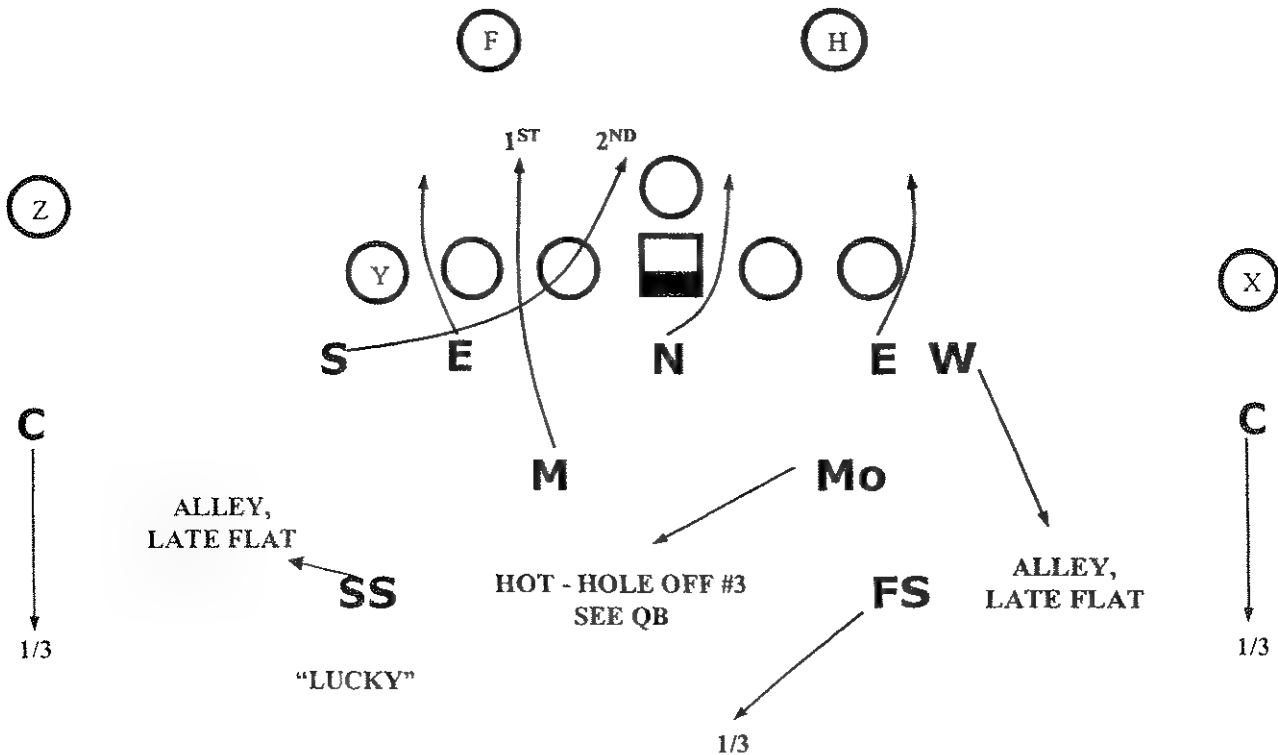
ZORRO SAM – MIKE BLAST



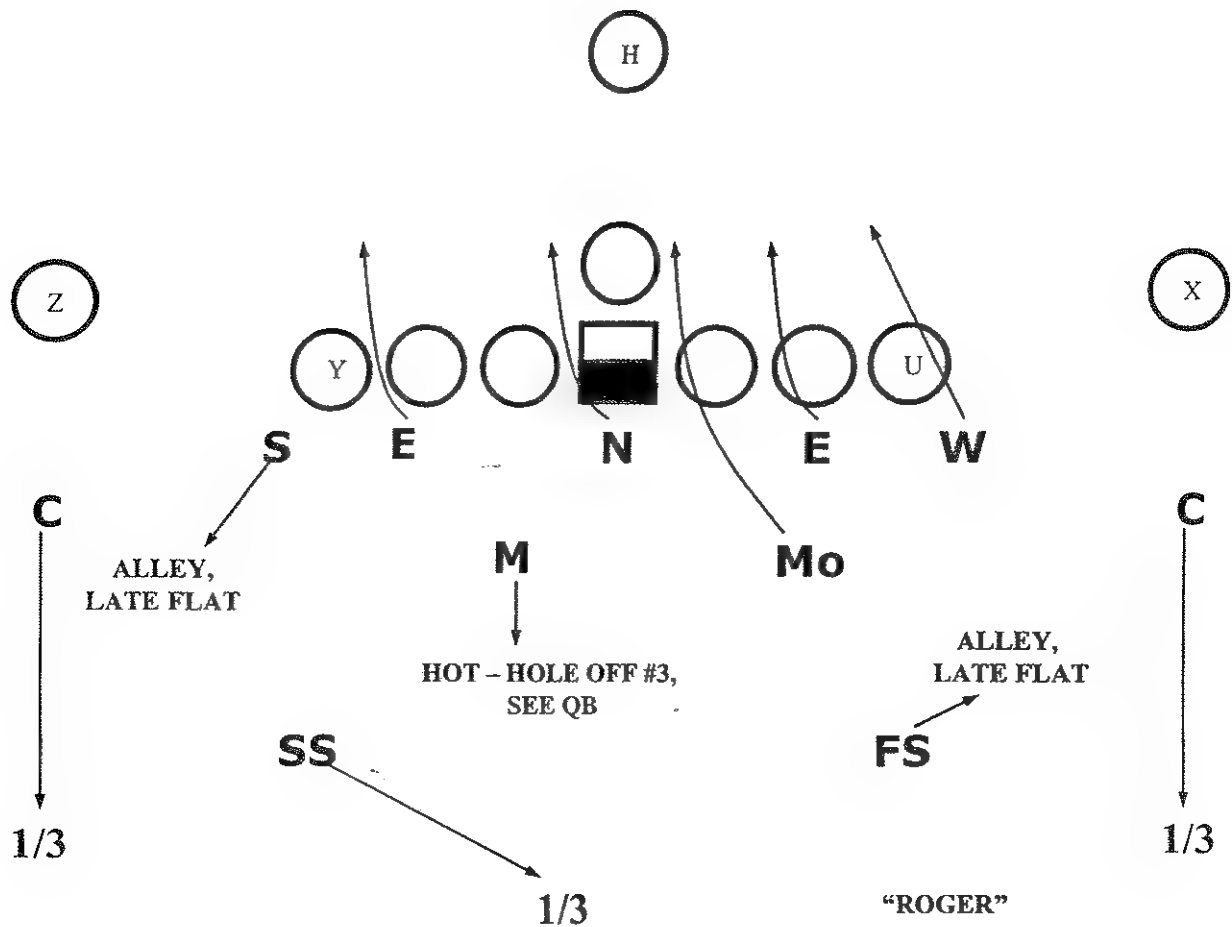
ZORRO SAM - MIKE SCISSORS



ZORRO SAM - MIKE SMASH

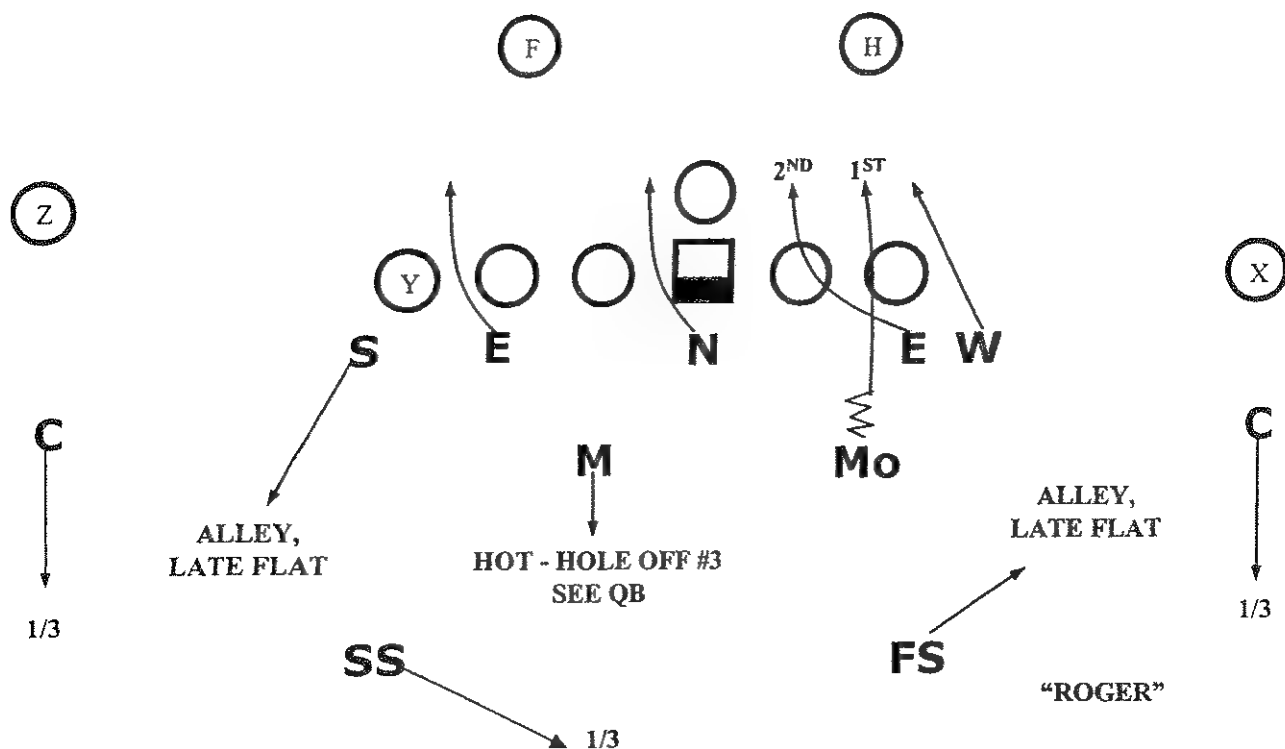


ZORRO WILL – MO BULLETS

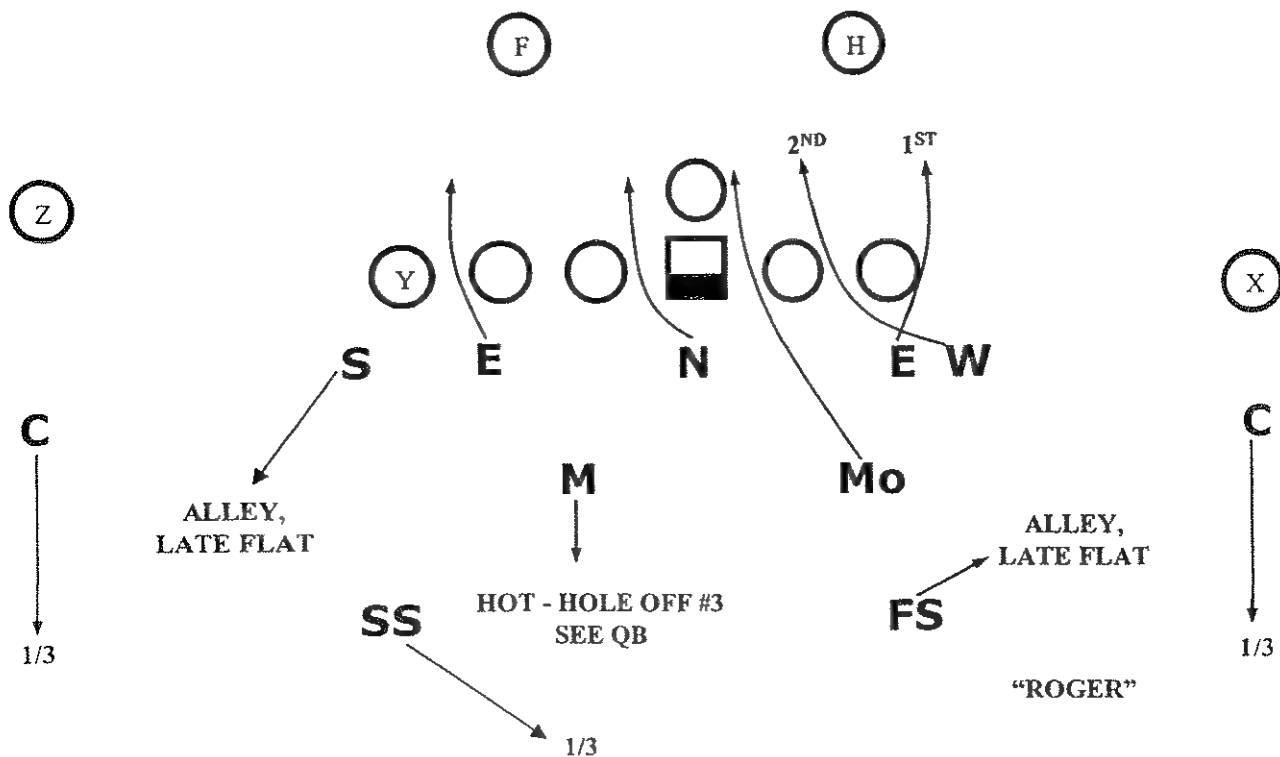


NOTE: CAN ALSO RUN FROM WINK

ZORRO WILL - MO LOOP

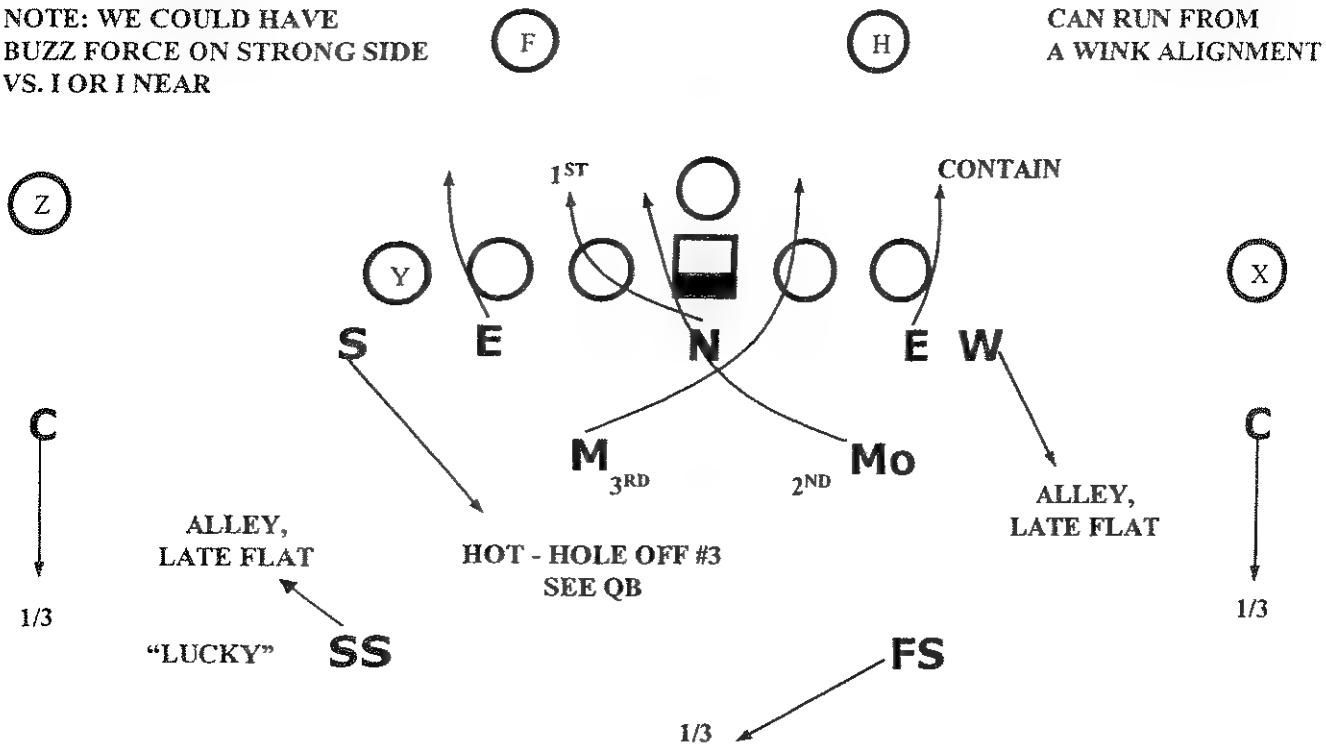


ZORRO WILL - MO EXIT

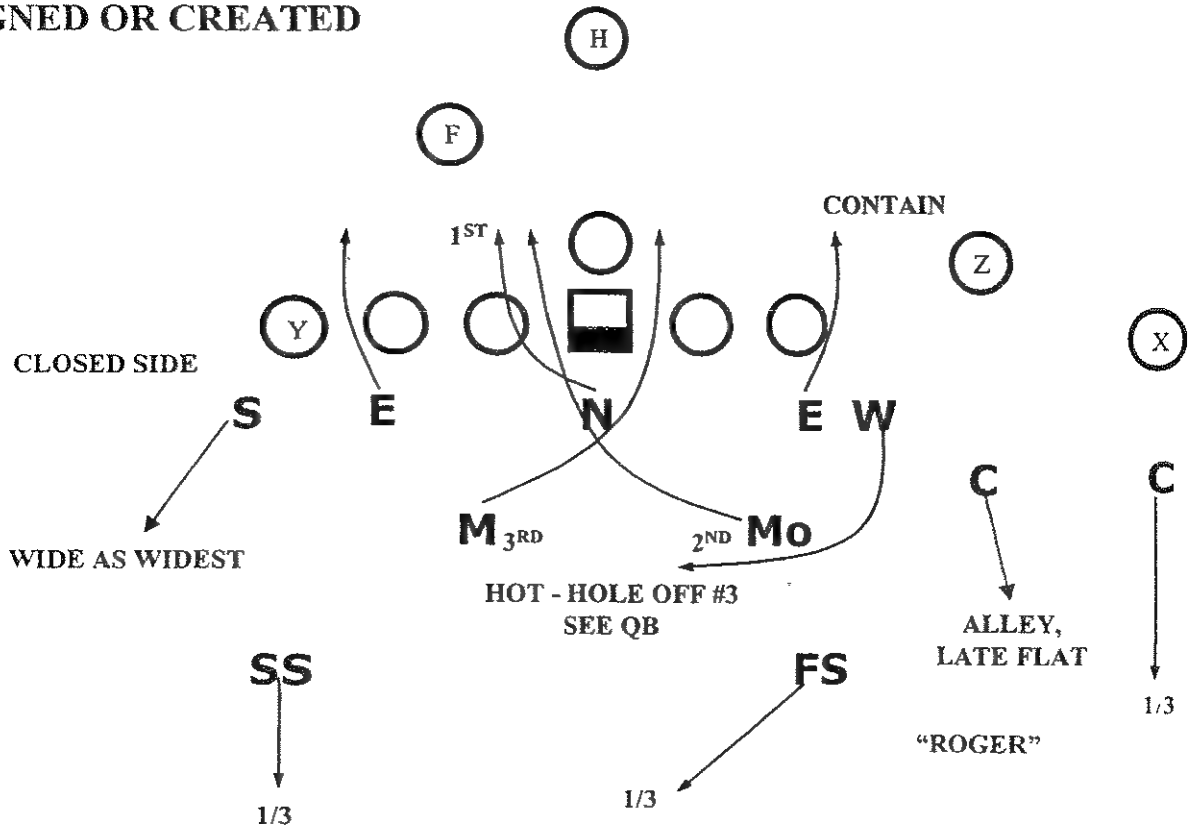


ZORRO MIKE - MO MIDDLE

NOTE: WE COULD HAVE
BUZZ FORCE ON STRONG SIDE
VS. I OR I NEAR



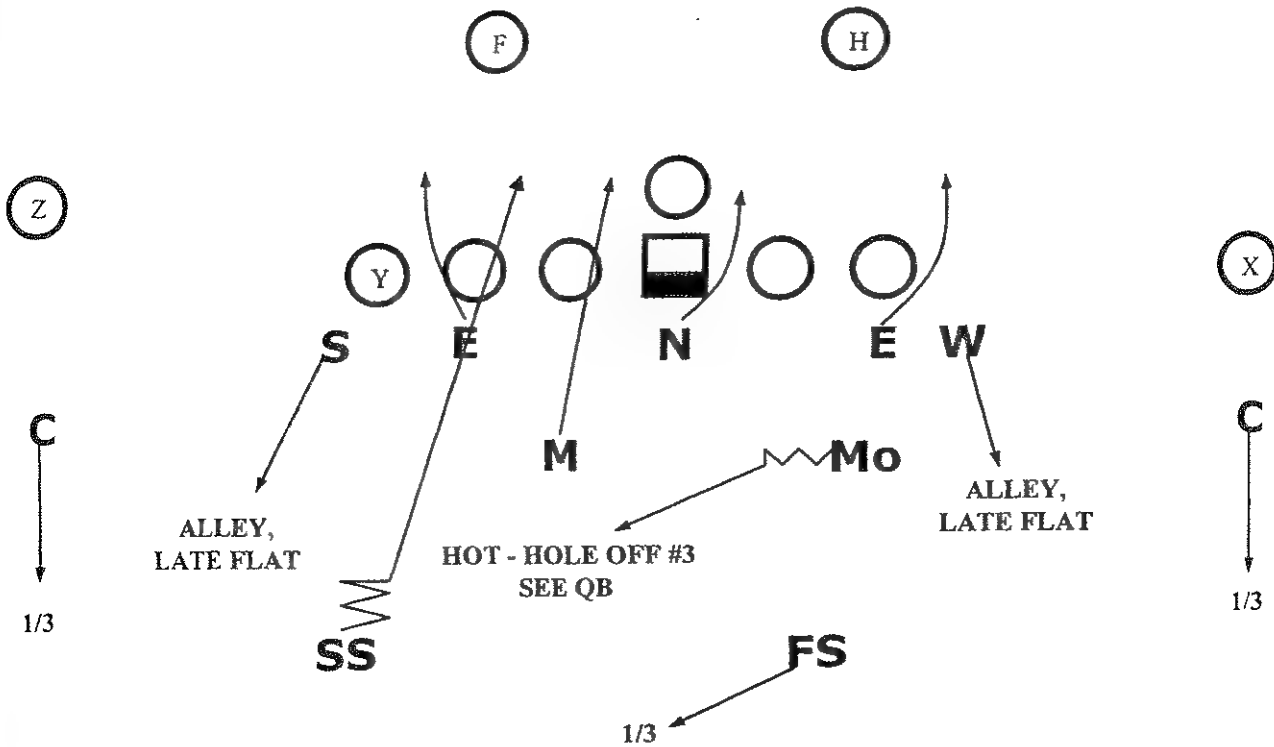
VS SLOT ALIGNED OR CREATED



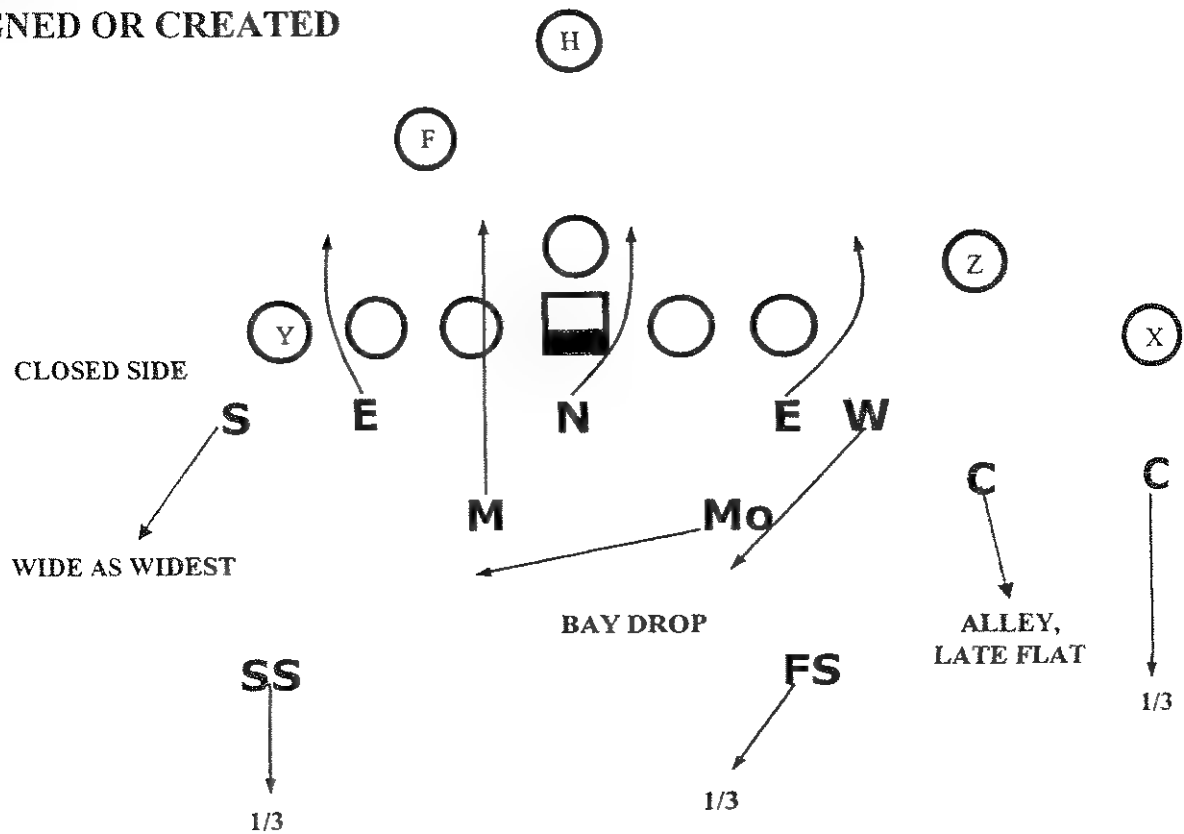


ZORRO MASS

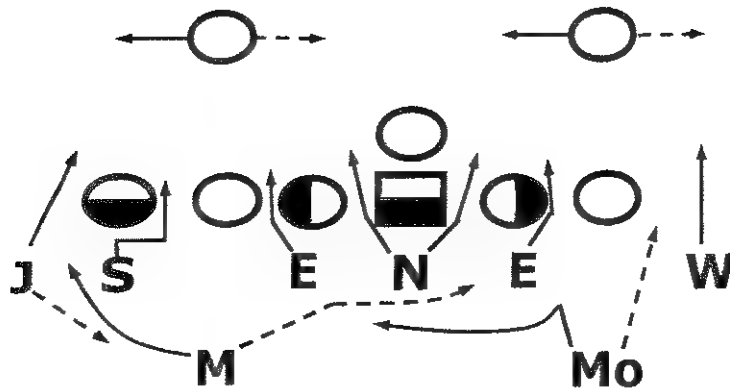
CP CAN RUN WITH WINK



VS SLOT ALIGNED OR CREATED

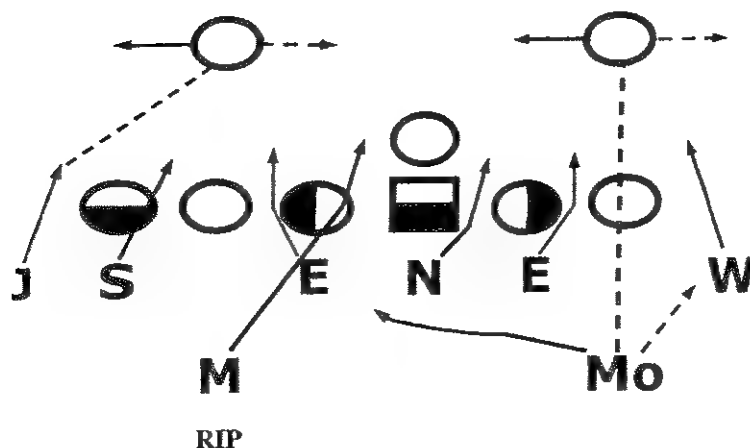


BEAR



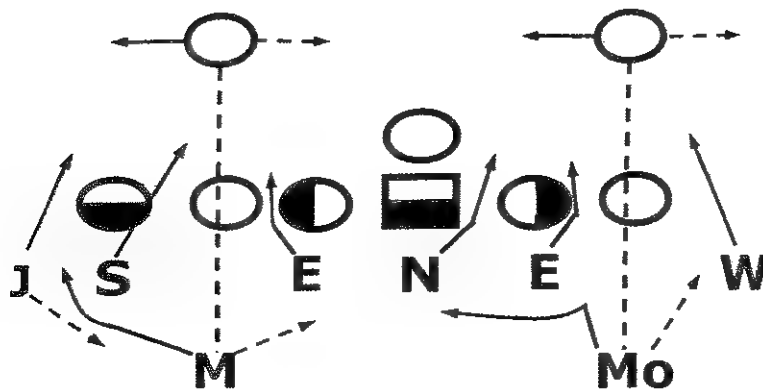
POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	SINK "3"	BALL - AFTER SNAP GUARD AND TACKLE	PLUS "B" GAP CP CAN'T BE REACHED BY THE GUARD	PLUS "B" GAP CP CAN'T BE SCOOPED BY THE TACKLE
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER AND BALL KNOCK 'EM BACK	PLUS "A" GAP (2 GAP)	MINUS "A" GAP (2 GAP)
WEAK END	WINK "3"	BALL - AFTER SNAP GUARD AND TACKLE	MINUS "B" GAP - CP CAN'T BE SCOOPED BY THE TACKLE	MINUS "B" GAP - CP CAN'T BE REACHED BY THE GUARD
SAM BACKER	HEAD UP ON TE "6"	TE - OT	CONTROL PLUS "C" GAP PRESS OUT INTO D GAP (2 GAP)	PLUS "C" GAP CHASE
MIKE BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU TACKLE TO BACK AND BALL	PLUS "D" GAP INSIDE OF JACK	PLUS "A" GAP TO BALL
MO BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU TACKLE TO BACK AND BALL	MINUS "A" GAP TO BALL	MINUS "C" GAP TO FILL
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	THRU TACKLE HIP TO NEAR BACK AND BALL	SQUEEZE MINUS "C" GAP - CHASE	ATTACK MINUS "D" GAP - FORCE
JACK (SAFETY)	1 YD OUTSIDE TE ON L.O.S.	BALL - TE - NEAR BACK	FORCE	FOLD

BEAR SPLIT MIKE BLITZ



POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	SINK "3"	BALL	PENETRATE PLUS "B" GAP	PENETRATE PLUS "B" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	BALL	RUSH "A" GAP TO SIDE OF RIP/LIZ CALL)	RUSH "A" GAP TO SIDE OF RIP/LIZ CALL)
WEAK END	WINK "3"	BALL	PENETRATE MINUS "B" GAP	PENETRATE MINUS "B" GAP
SAM BACKER	HEAD UP ON TE "6"	BALL	PENETRATE PLUS "C" GAP CP READ SCHEME	PENETRATE PLUS "C" GAP CHASE CP READ SCHEME
MIKE BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU TACKLE TO BACK AND BALL	RUSH "A" GAP AWAY FROM SIDE OF RIP/LIZ CALL	RUSH "A" GAP AWAY FROM SIDE OF RIP/LIZ CALL
MO BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU TACKLE TO BACK AND BALL	#2 WEAK FREE HITTER	#2 WEAK FILL
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S. "6"	BALL	PENETRATE MINUS "D" GAP - CHASE	PENETRATE MINUS "D" GAP - FORCE
JACK (SAFETY)	1 YD OUTSIDE TE ON L.O.S.	BALL - TE - NEAR BACK	GREEN DOG FORCE	GREEN DOG FOLD

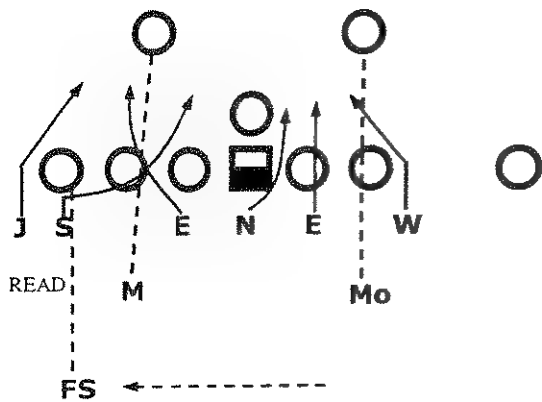
BEAR OUTSIDE SAM BLITZ



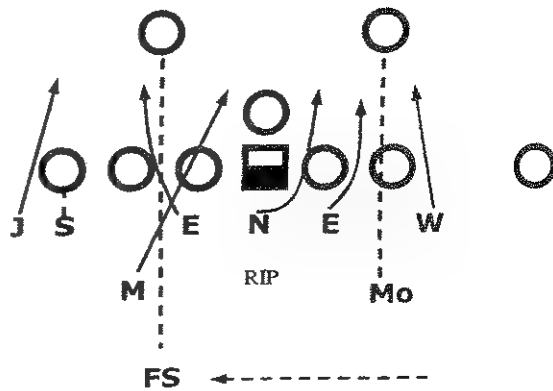
POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	SINK "3"	BALL	PENETRATE PLUS "B" GAP	PENETRATE PLUS "B" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	BALL	PENETRATE MINUS "A" GAP	PENETRATE MINUS "A" GAP
WEAK END	WINK "3"	BALL	PENETRATE PLUS "B" GAP	PENETRATE PLUS "B" GAP
SAM BACKER	HEAD UP ON TE "6"	BALL	PENETRATE PLUS "C" GAP CP READ SCHEME	PENETRATE PLUS "C" GAP
MIKE BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU TACKLE TO BACK AND BALL	#3 MAN TO MAN FILL	#3 MAN TO MAN PLUS "A" GAP
MO BACKER	HEAD UP ON THE TACKLE 4 YDS OFF L.O.S.	THRU TACKLE TO BACK AND BALL	#2 WEAK PLUS "A" GAP	#2 WEAK FILL
WILL BACKER	2 YDS OUTSIDE TACKLE ON L.O.S.	BALL	PENETRATE MINUS "D" GAP - CHASE	PENETRATE MINUS "D" GAP - FORCE
JACK (SAFETY)	1 YD OUTSIDE TE ON L.O.S.	BALL - TE - NEAR BACK	RUSH & CONTAIN FORCE	RUSH & CONTAIN CHASE

BASIC BEAR BLITZES

BEAR OUTSIDE SAM BLITZ

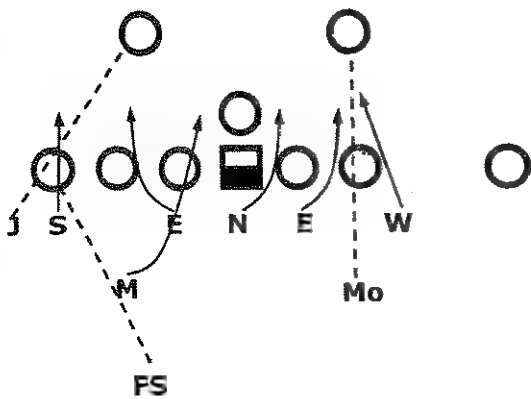


BEAR OUTSIDE MIKE BLITZ



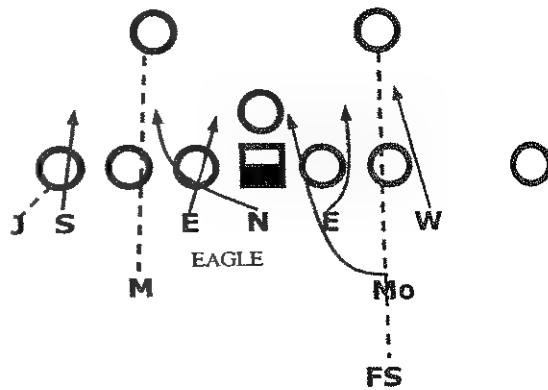
“BASS” / “LOCK”

BEAR SPLIT MIKE BLITZ



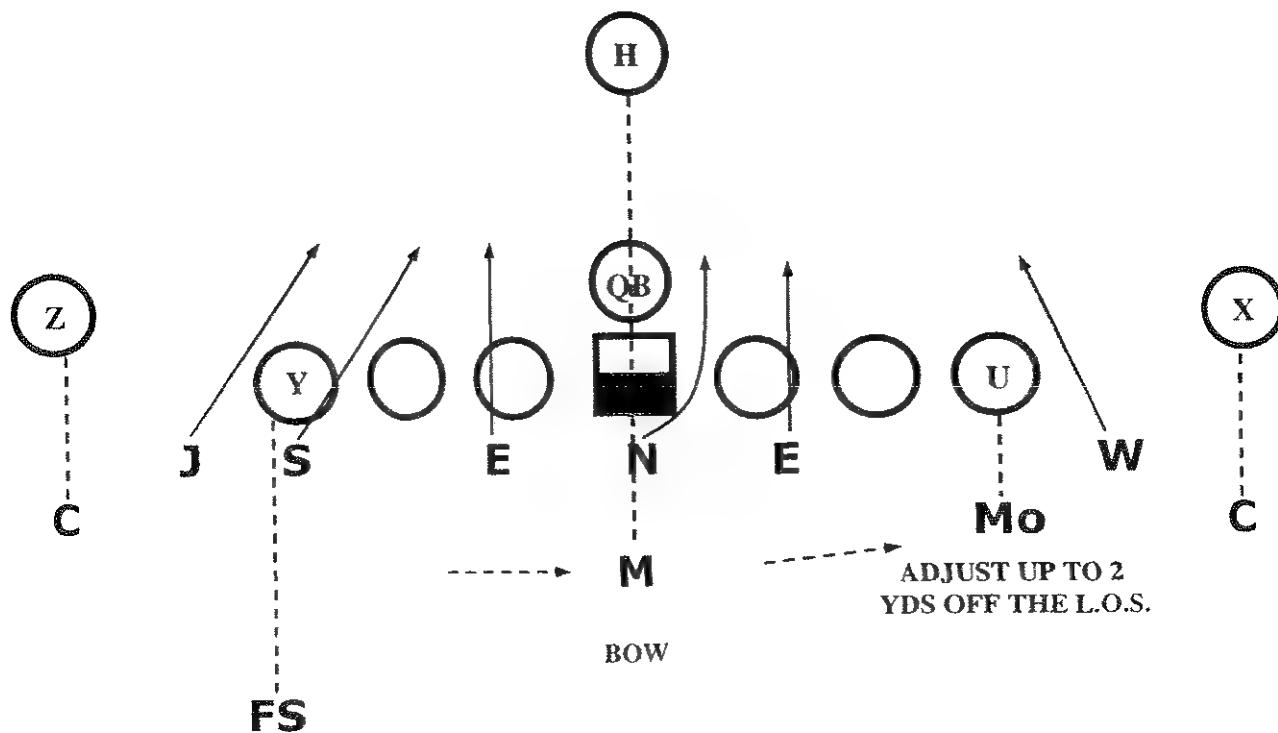
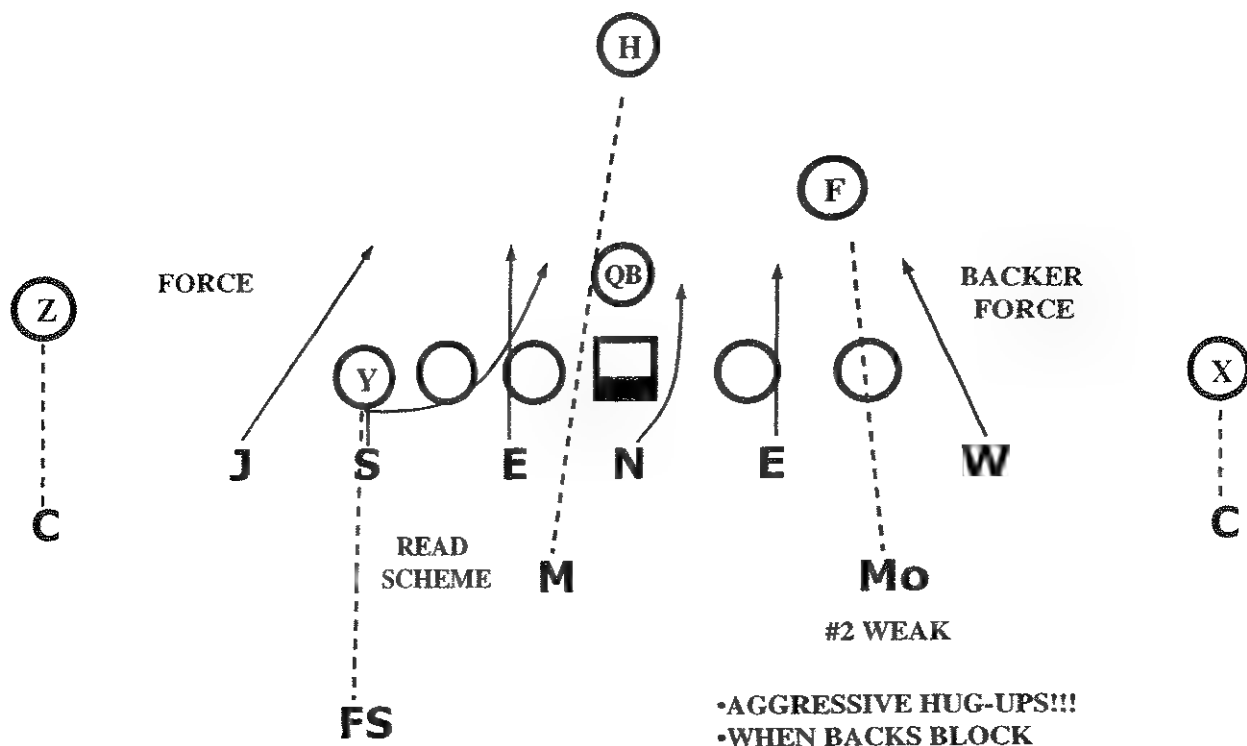
"TANGO" / "LOCK"

BEAR SPLIT MO BLITZ

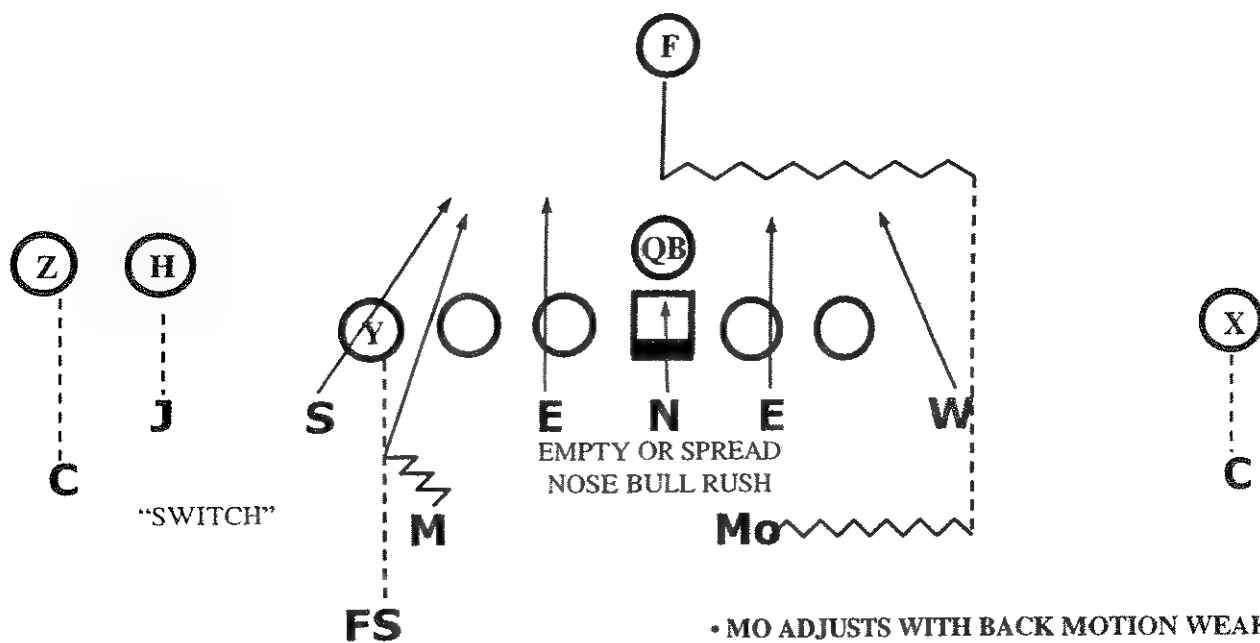


“BASS” / “LOCK”

BEAR OUTSIDE SAM BLITZ

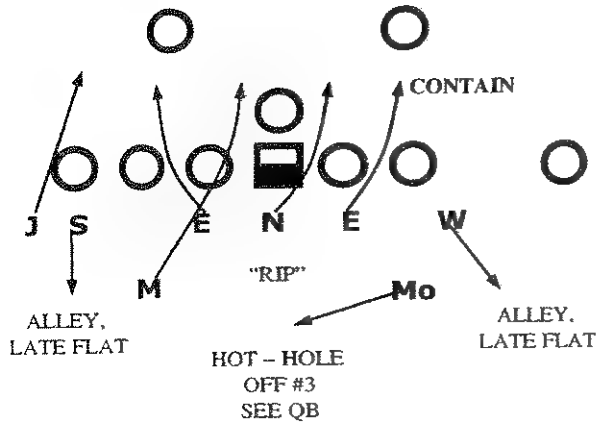


BEAR OUTSIDE SAM BLITZ

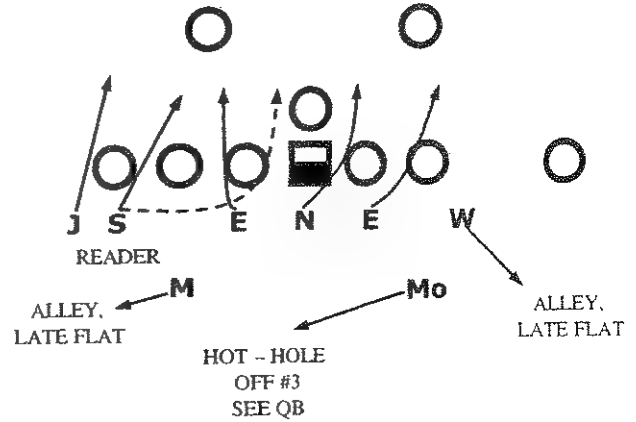


BASIC BEAR ZONE DOGS

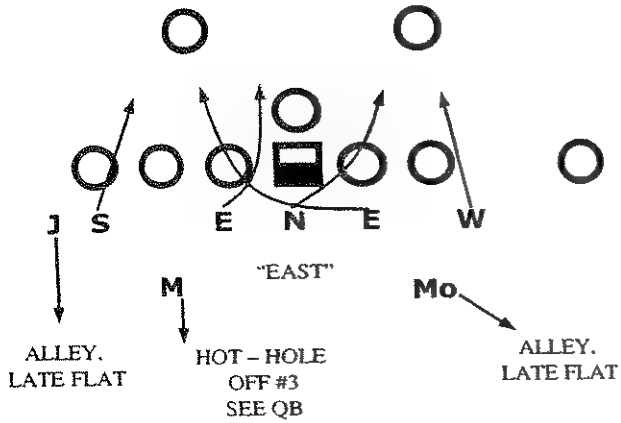
BEAR ZORRO JACK - MIKE COP



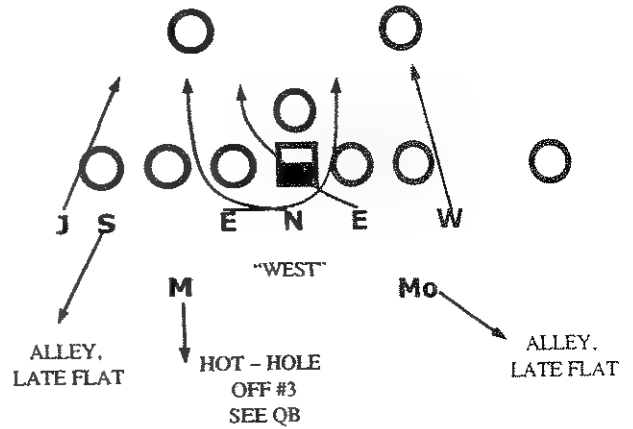
BEAR ZORRO JACK - SAM COP



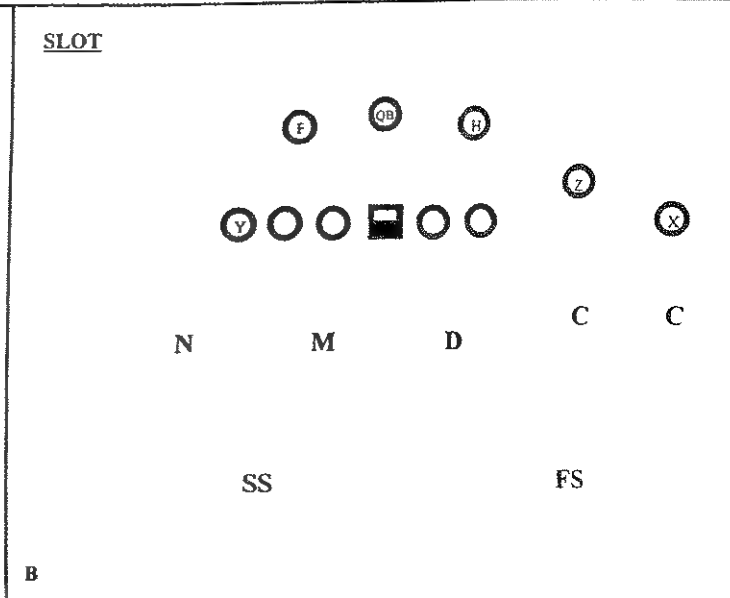
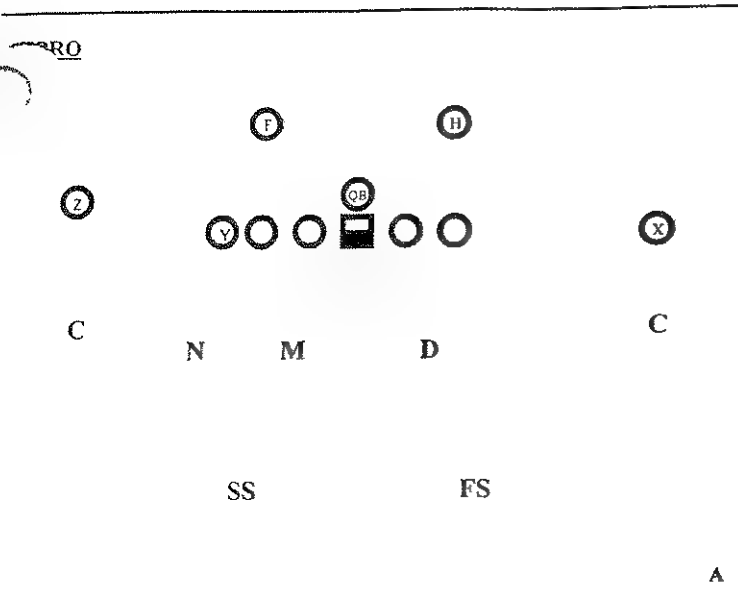
BEAR ZORRO SAM - WILL



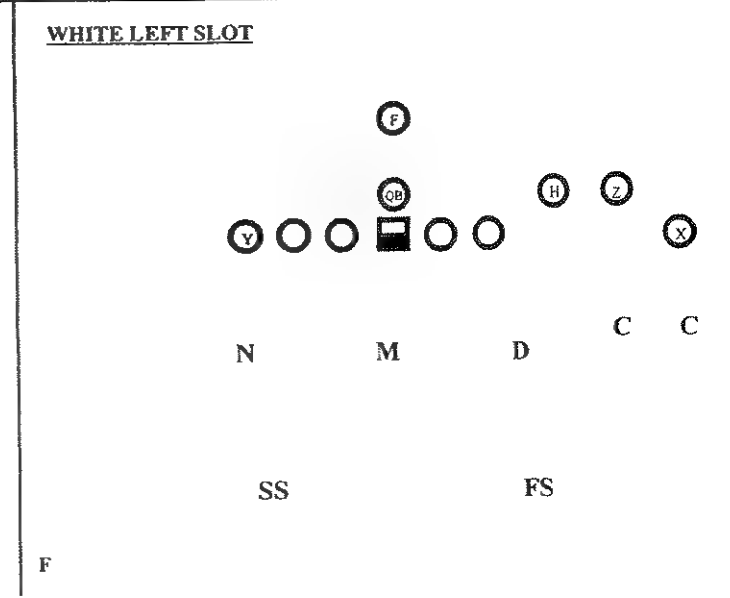
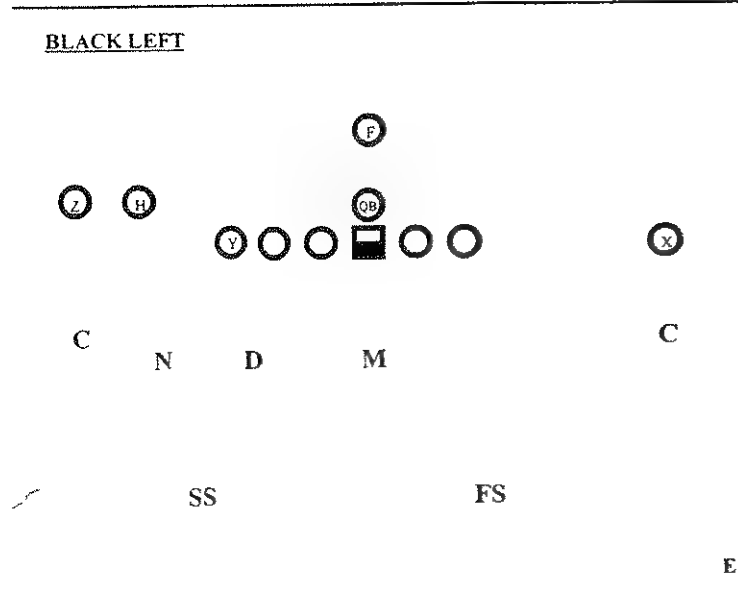
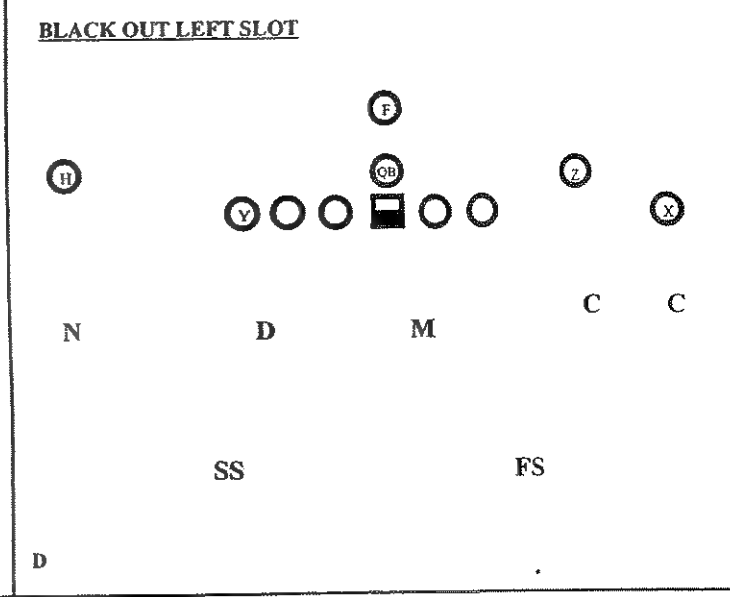
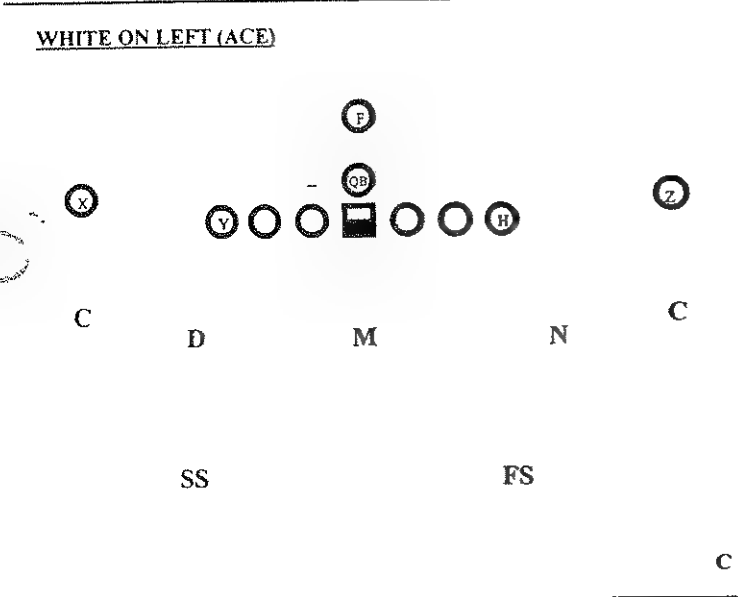
BEAR ZORRO JACK - WILL



21 PERSONNEL DIME FORMATION CATEGORIES



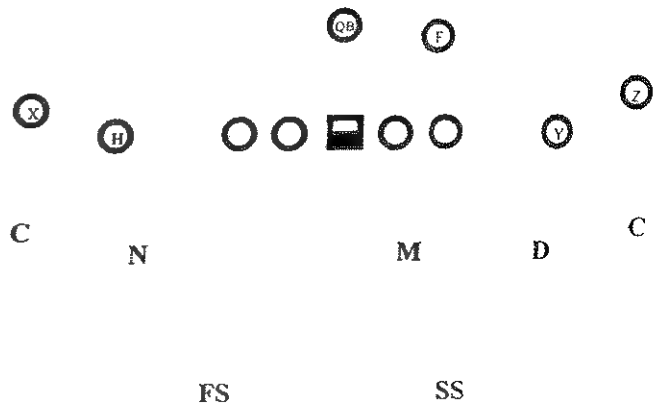
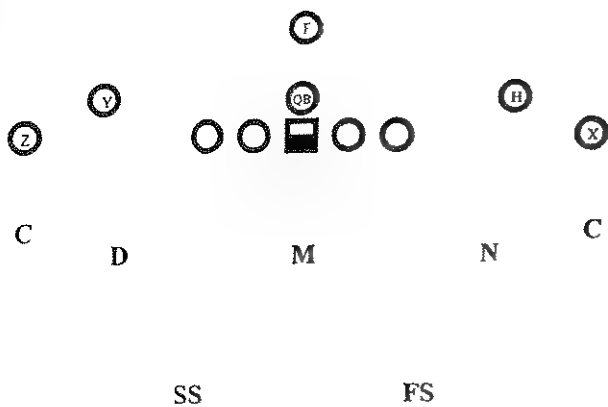
12 PERSONNEL



10 PERSONNEL DIME FORMATION

STRONG LEFT

STRONG RIGHT

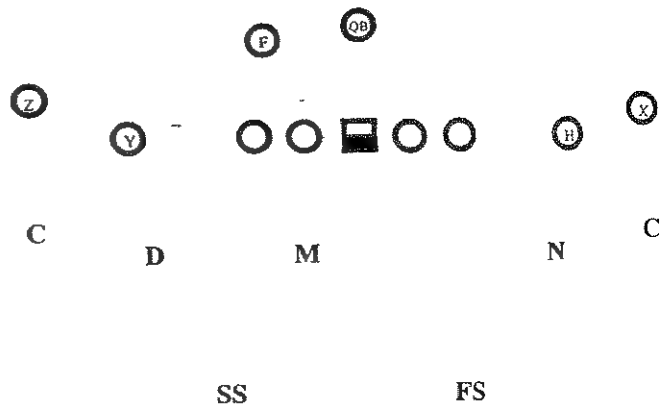
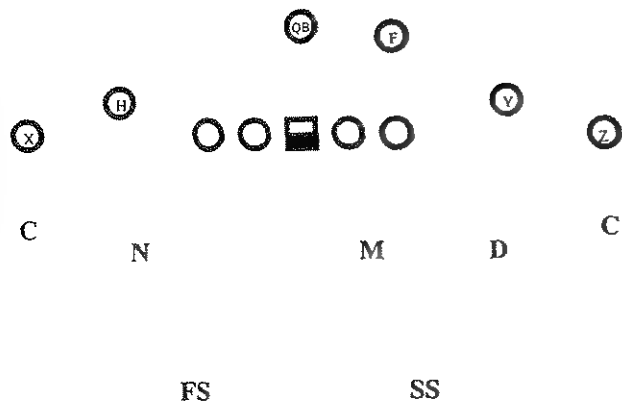


A

B

STRONG RIGHT

STRONG LEFT



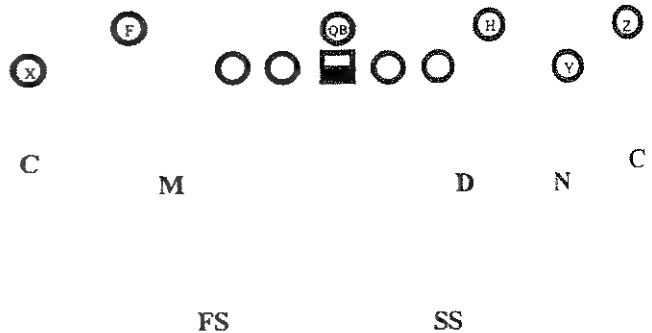
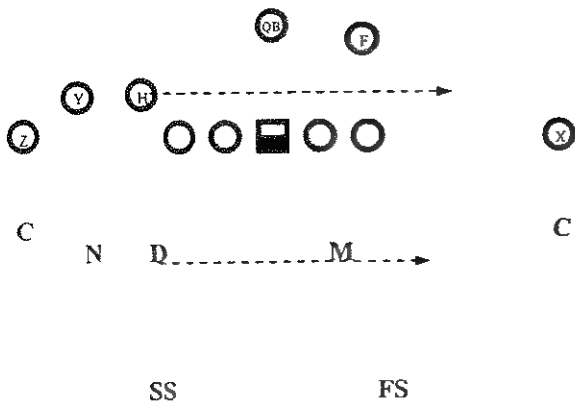
C

D

STRONG LEFT

STRONG RIGHT

SPREAD

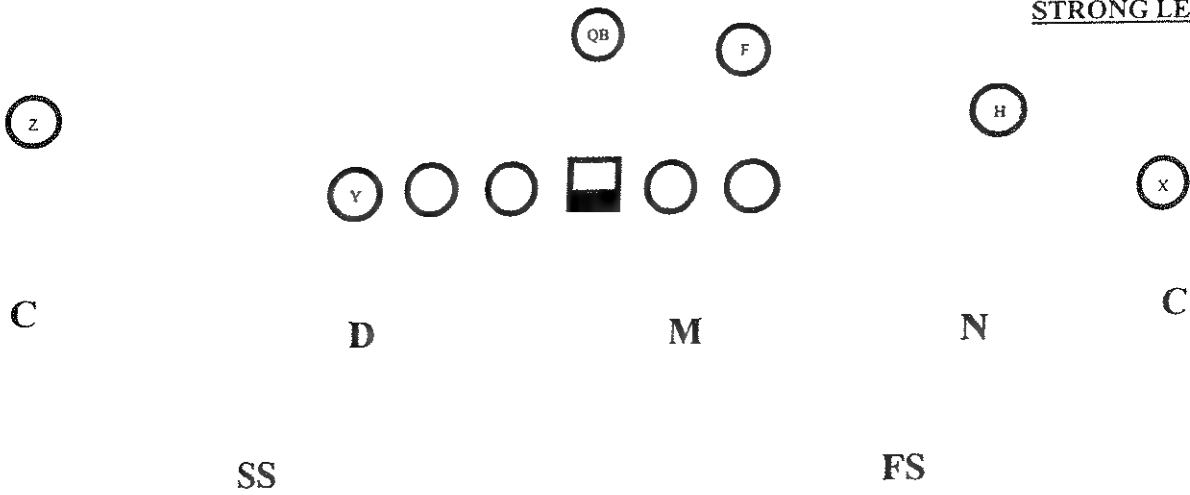


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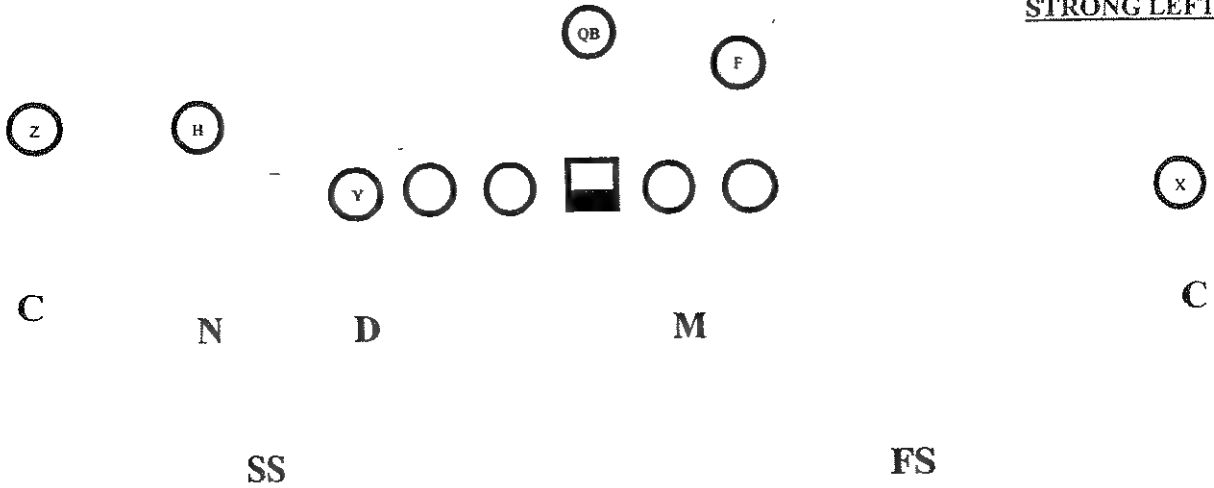
F

11 PERSONNEL
DIME FORMATION

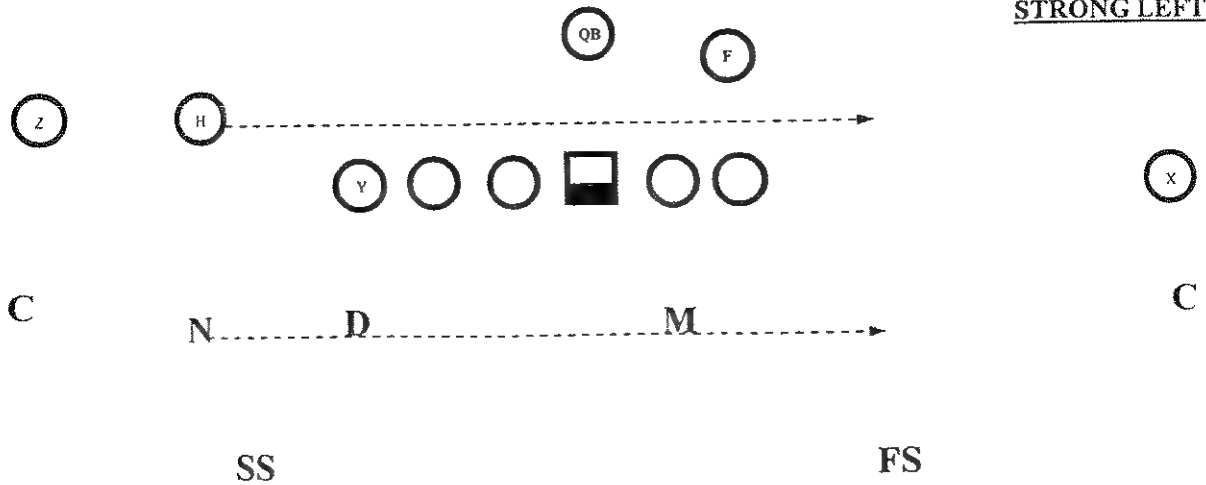
STRONG LEFT



STRONG LEFT

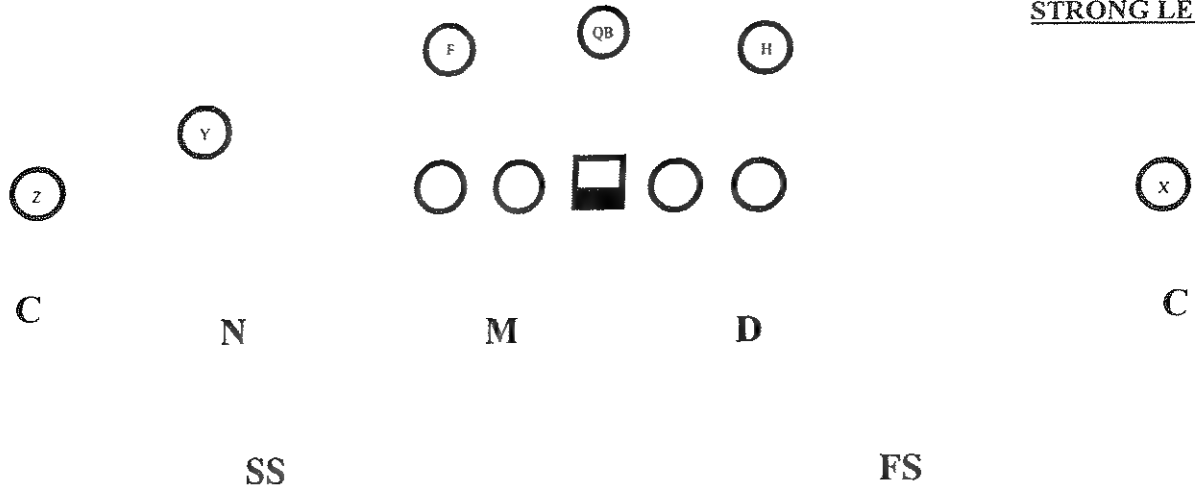


STRONG LEFT

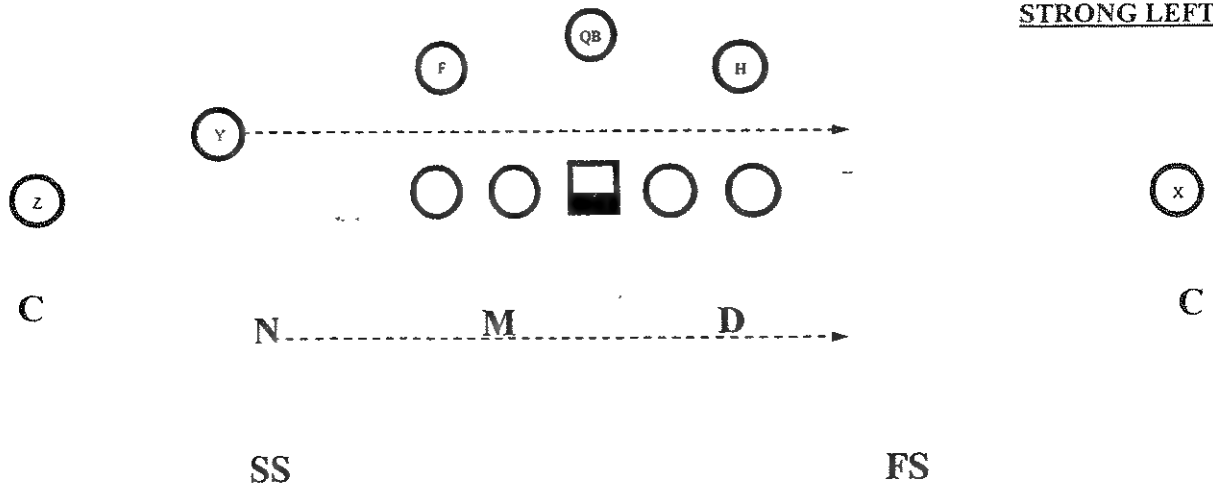


20 PERSONNEL
DIME FORMATION 3R

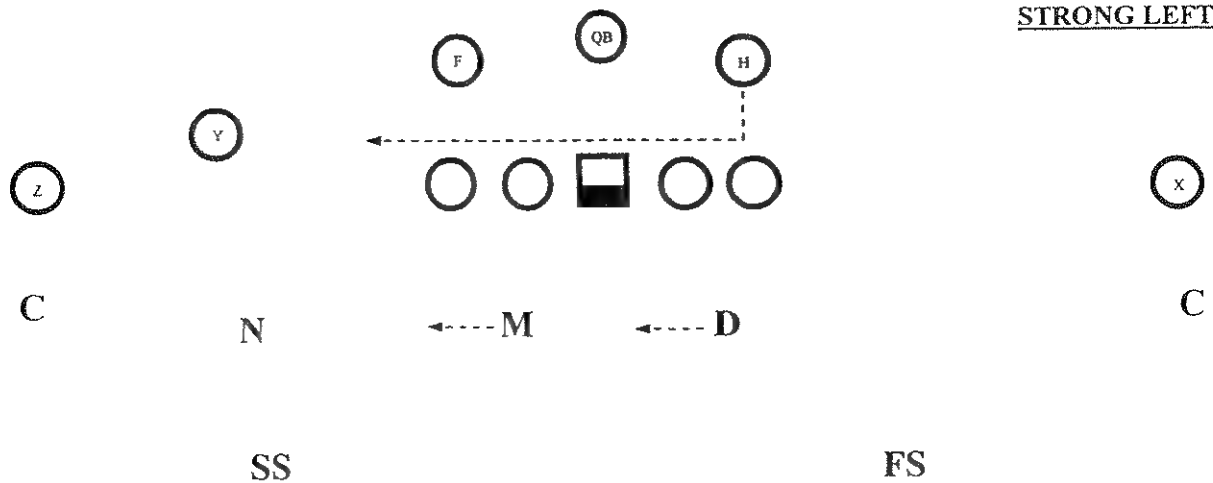
STRONG LEFT



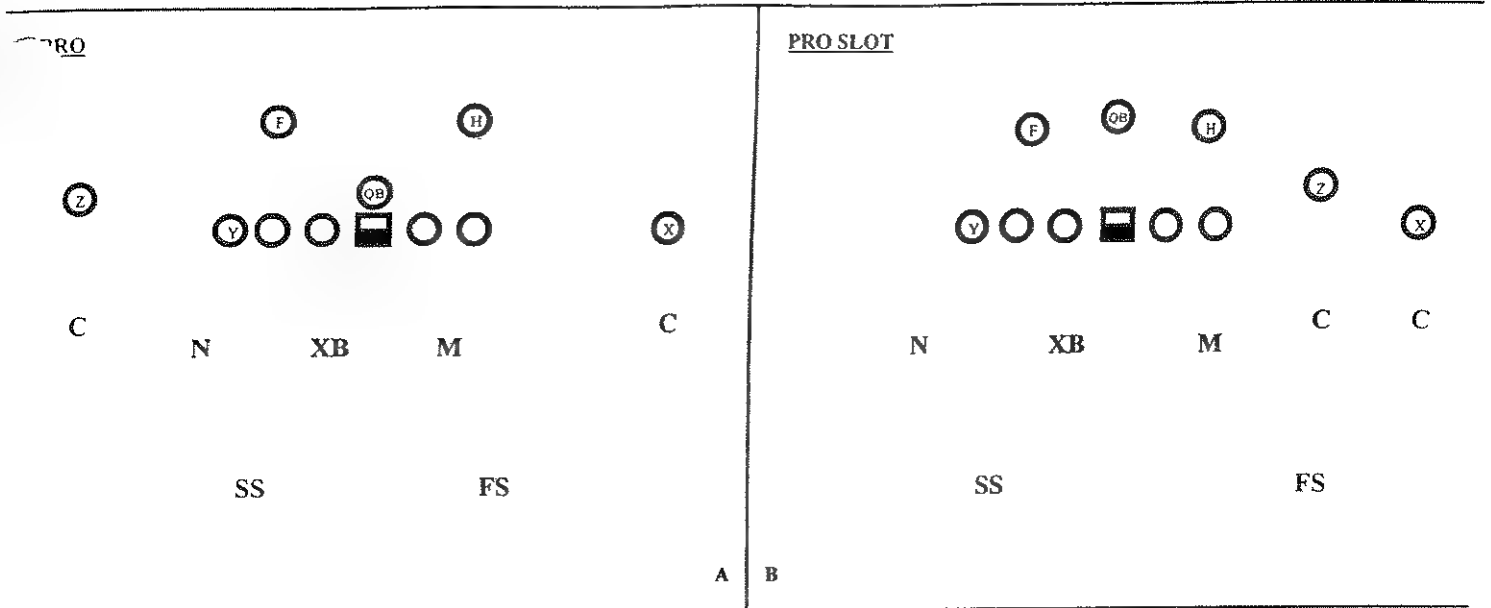
STRONG LEFT



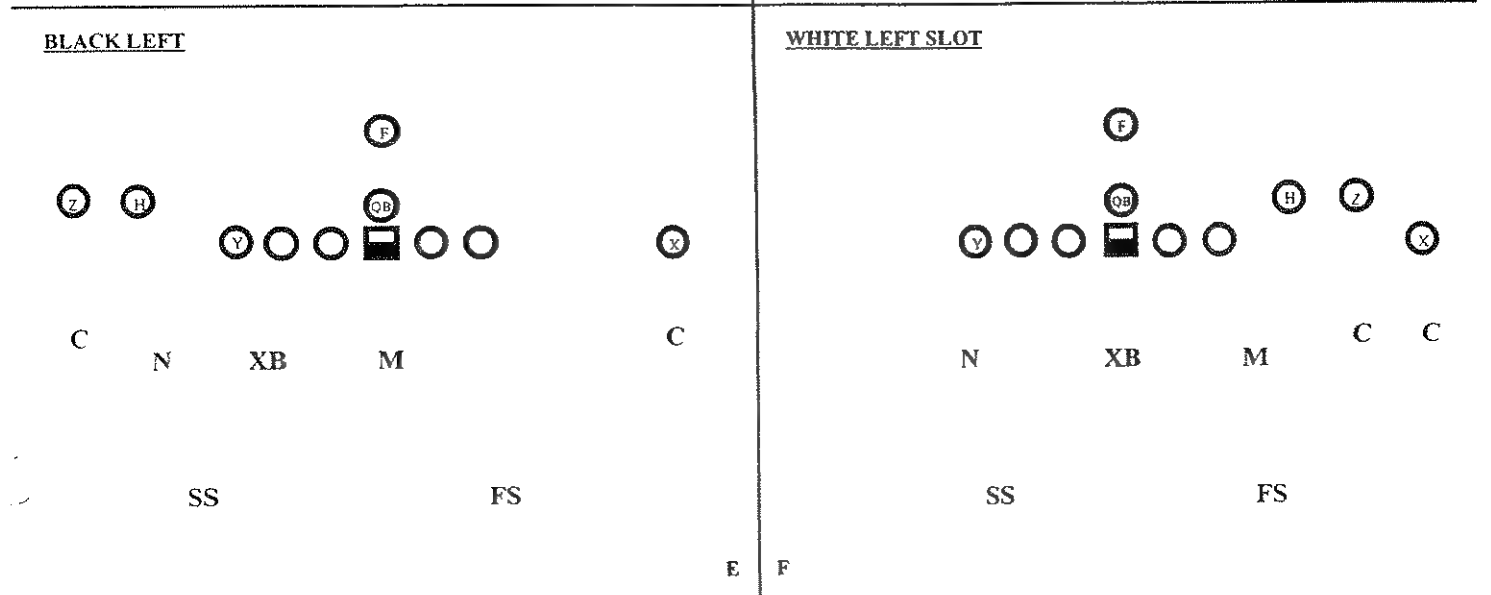
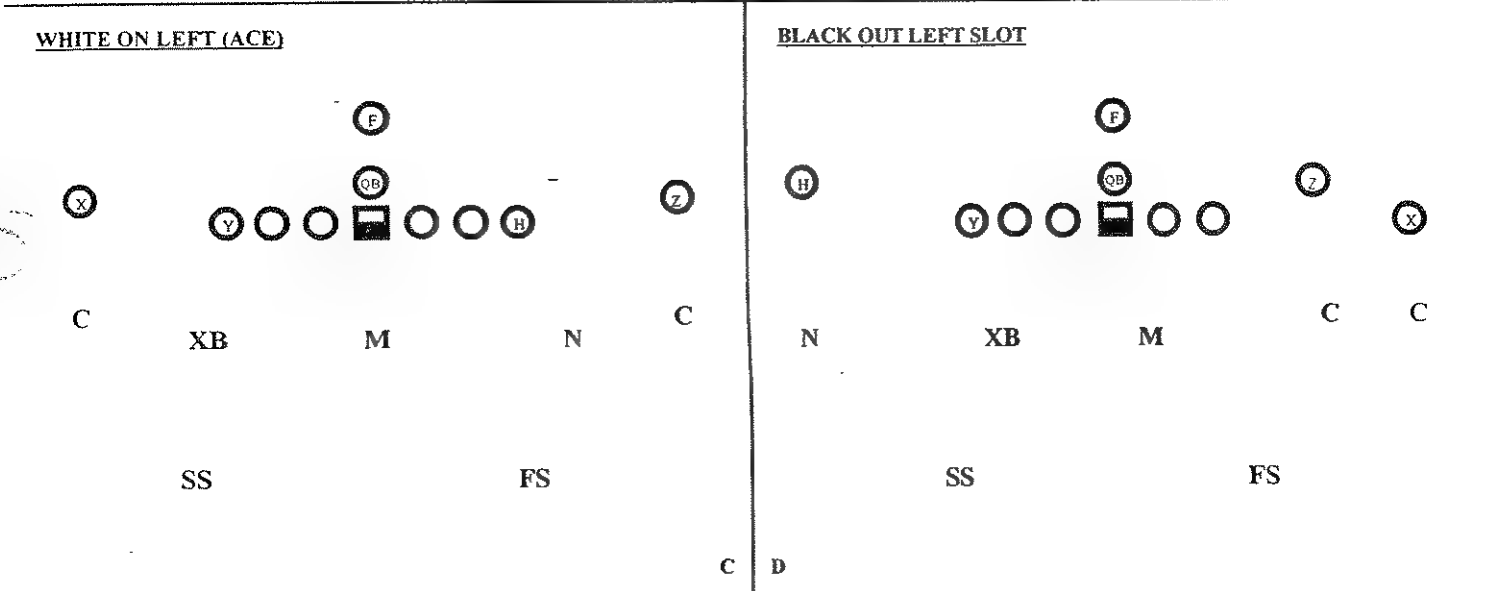
STRONG LEFT



21 PERSONNEL NICKEL FORMATION CATEGORIES

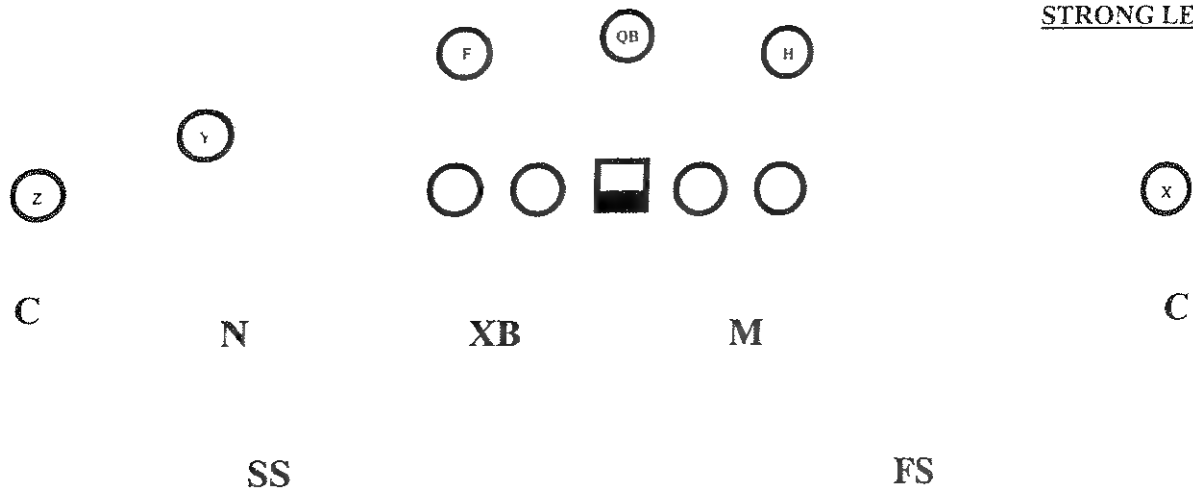


12 PERSONNEL

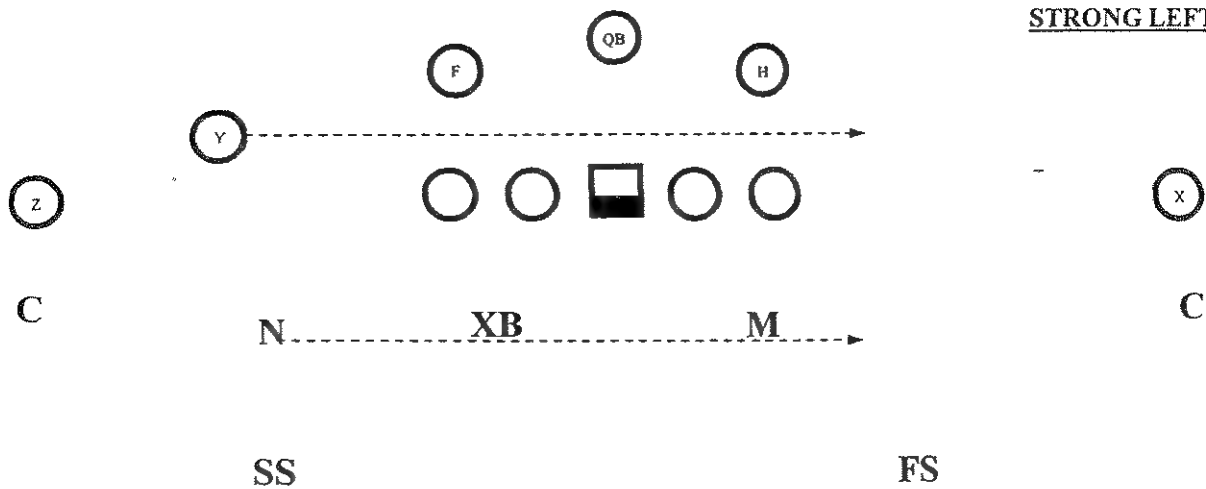


20 PERSONNEL NICKEL FORMATION 3R

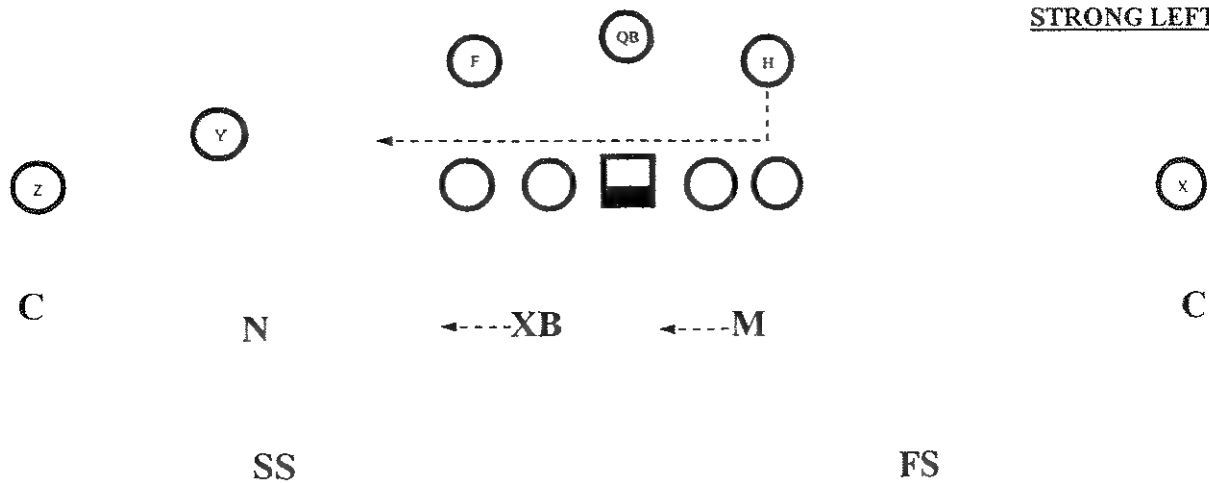
STRONG LEFT



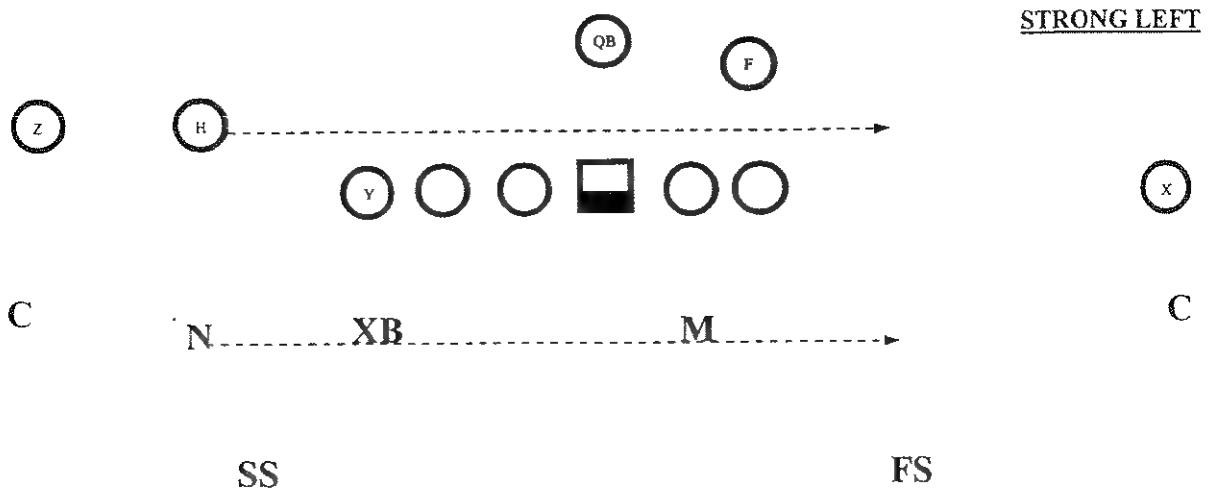
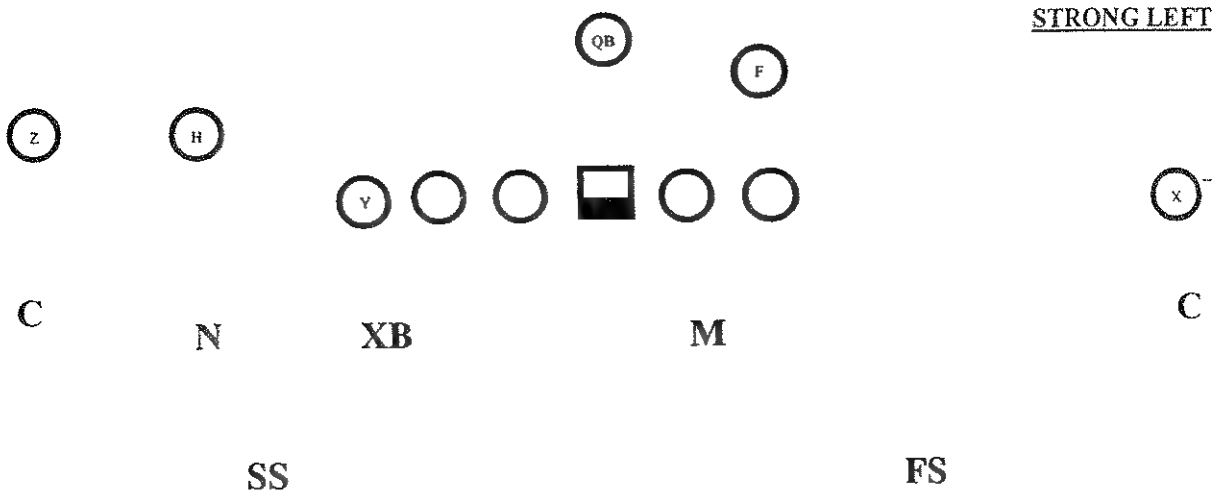
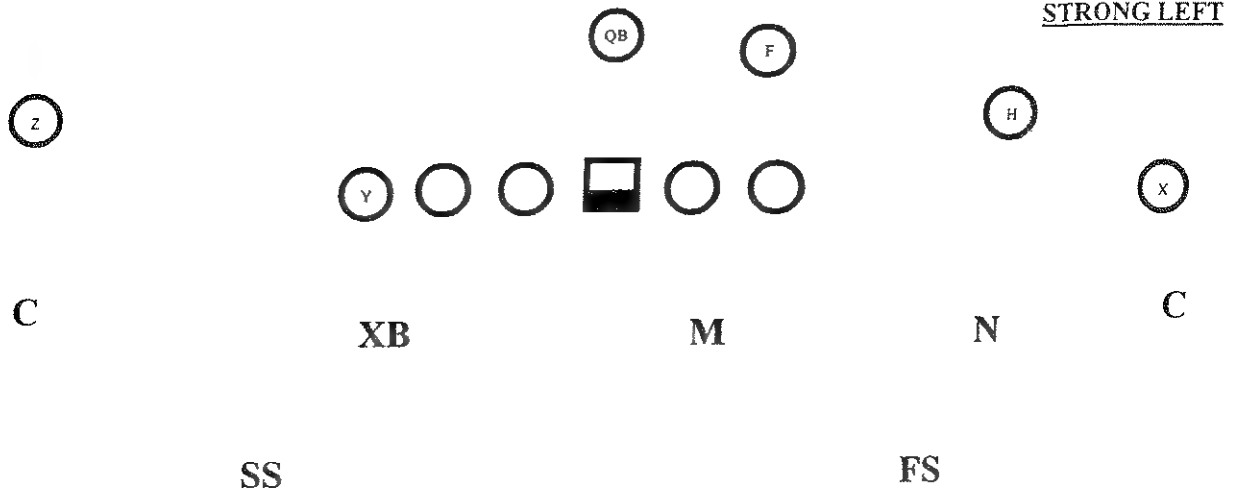
STRONG LEFT



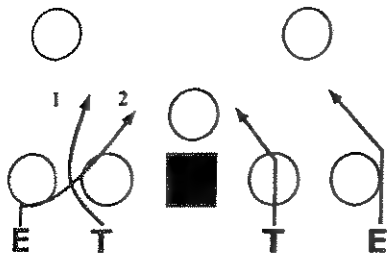
STRONG LEFT



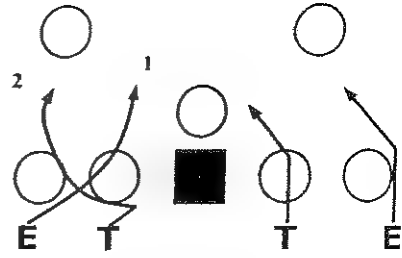
11 PERSONNEL
NICKEL FORMATION



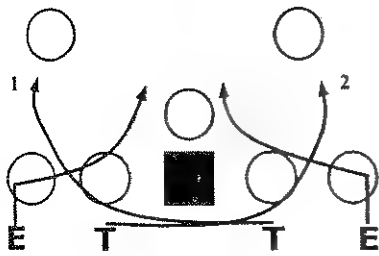
DIME & NICKEL STUNTS



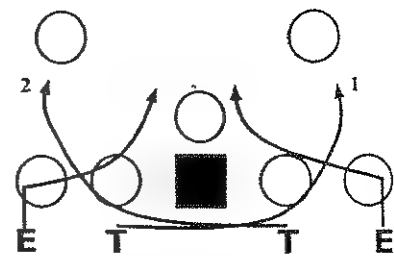
TIGER



EAGLE

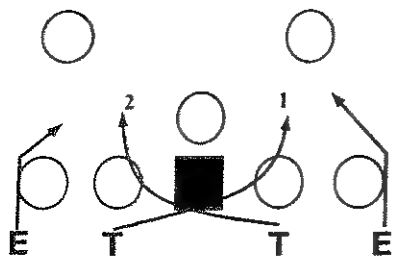


DETROIT - RIGHT TACKLE FIRST

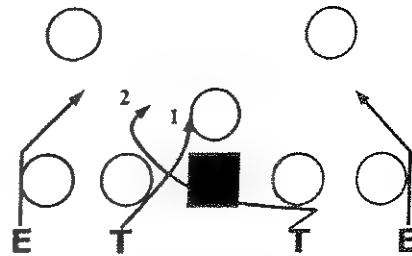


LEXUS - LEFT TACKLE FIRST

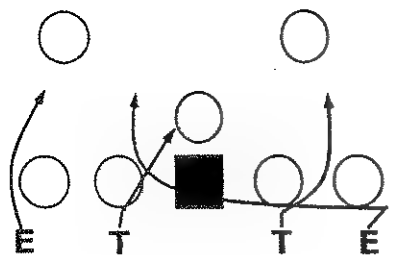
DIME & NICKEL STUNTS



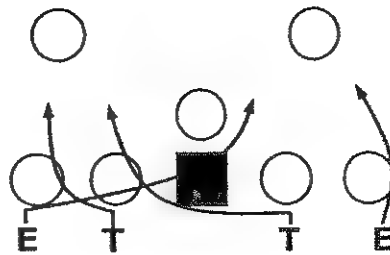
TACKLE - TACKLE
YOU OR ME



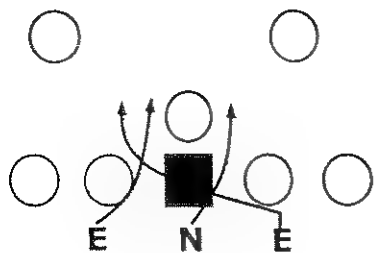
TACKLE - TACKLE
OVER - UNDER



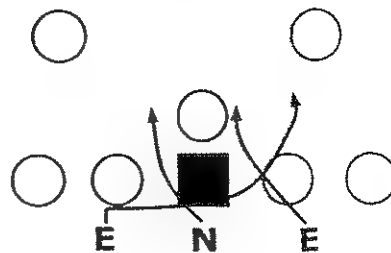
EAST
RIGHT END UNDER



WEST
LEFT END UNDER

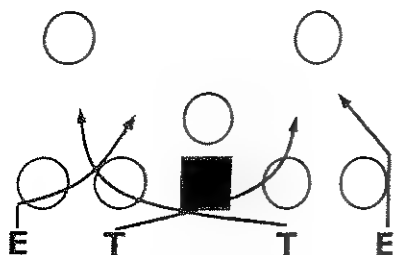


EAST
(REDUCE) (BEAR)

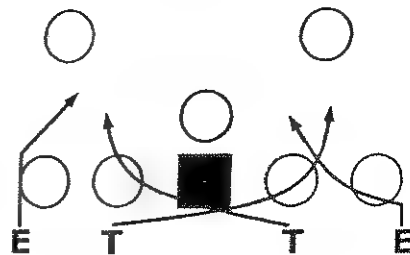


WEST
(REDUCE) (BEAR)

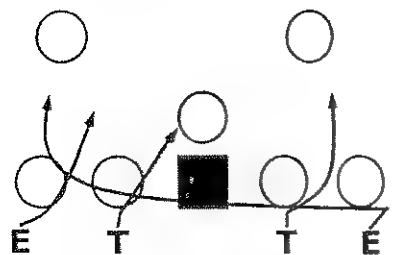
DIME & NICKEL STUNTS



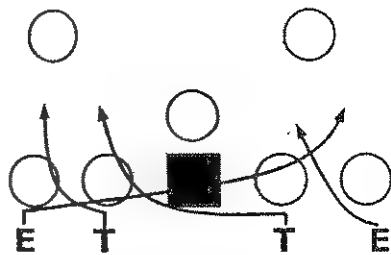
TARE- (RT AROUND)



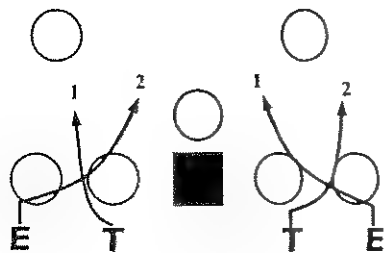
TOKYO - (LT AROUND)



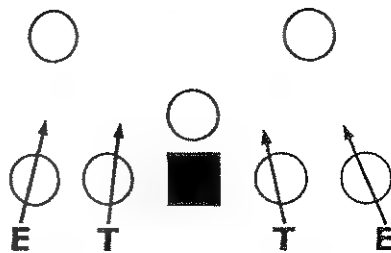
NEW YORK EAST (RE)
LE - INSIDE RUSH



NEW YORK WEST (LE)
RE -RUSH INSIDE

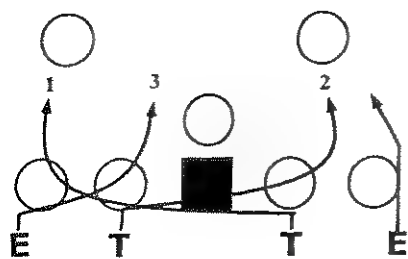


SPECIAL
TIGER LT - EAGLE RT

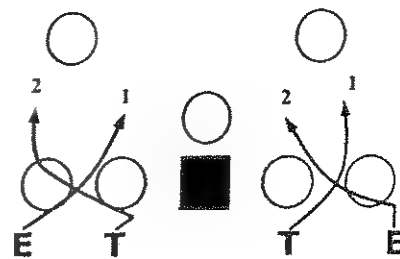


BULL (ROCK - 2 MAN)
VISION ON QB THROUGHOUT RUSH

DIME & NICKEL STUNTS

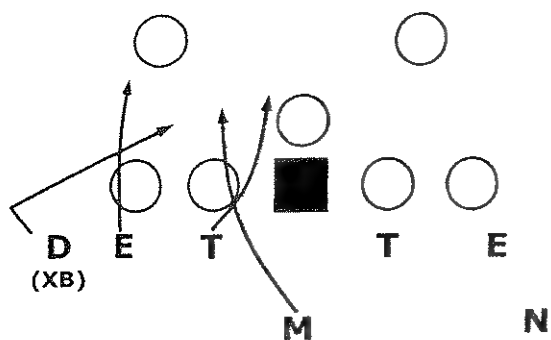


HOP - LEFT

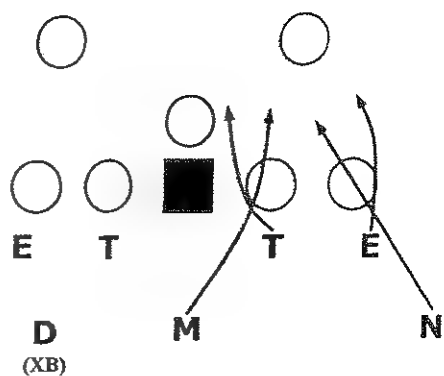


MIX
TIGER RT - EAGLE LT

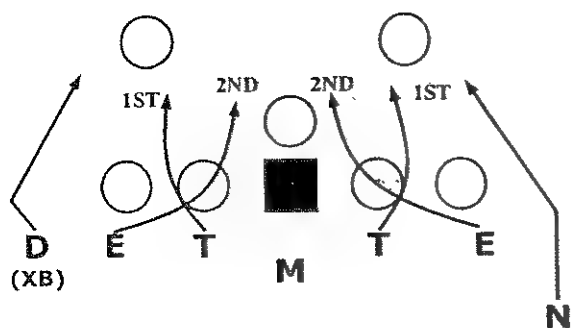
DIME & NICKEL BLITZES



TORNADO

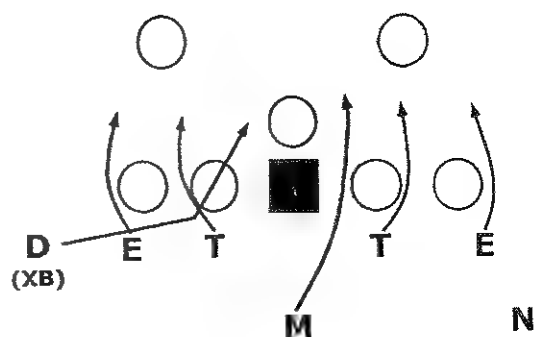


HURRICANE

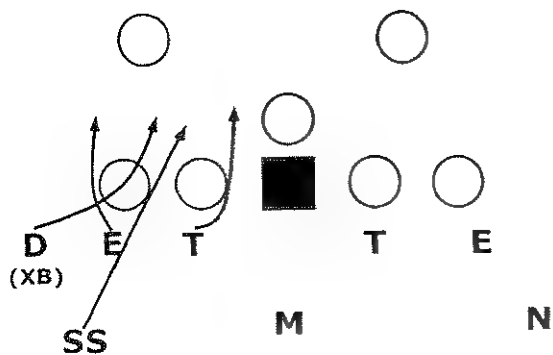


DRAW CENTERS
BLOCK

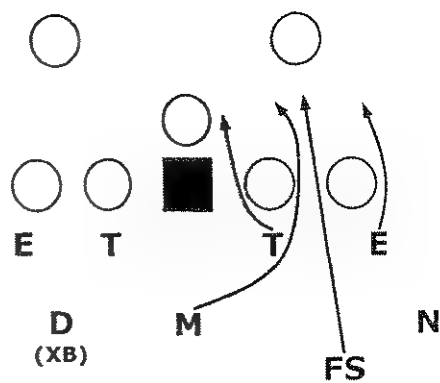
BINGO



DOUBLE A

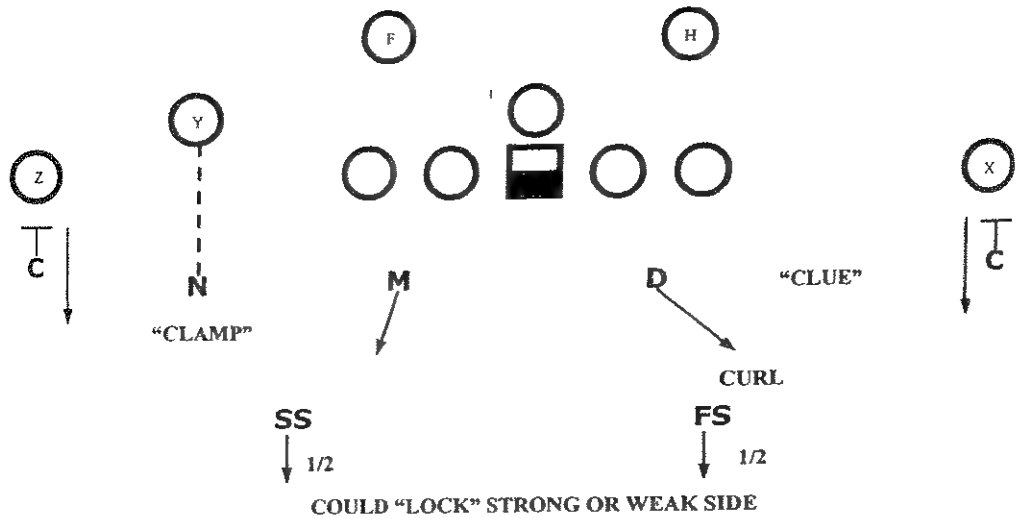


THUNDER



LIGHTNING

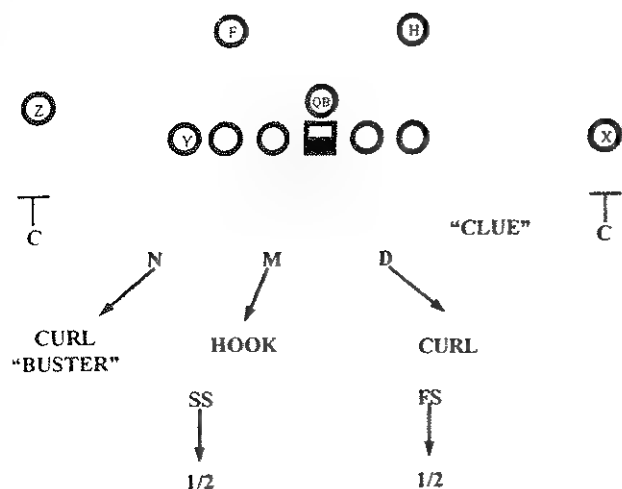
DIME COVER 2
"NOAH"



POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ZONE DROP OFF #2 WEAK - CLUE WITH (CB)
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ZONE DROP OFF #3 CLUE WITH CORNER
NICKEL	CLAMP - INSIDE #2 IN UNIT, ALIGN OUTSIDE #2	CLAMP #2
LEFT CORNER	ALIGN OUTSIDE SHADE OF #1	FORCE #1 INSIDE - CLUE #2 ZONE
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	FORCE #1 INSIDE - CLUE #2 WITH DIME ZONE
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2

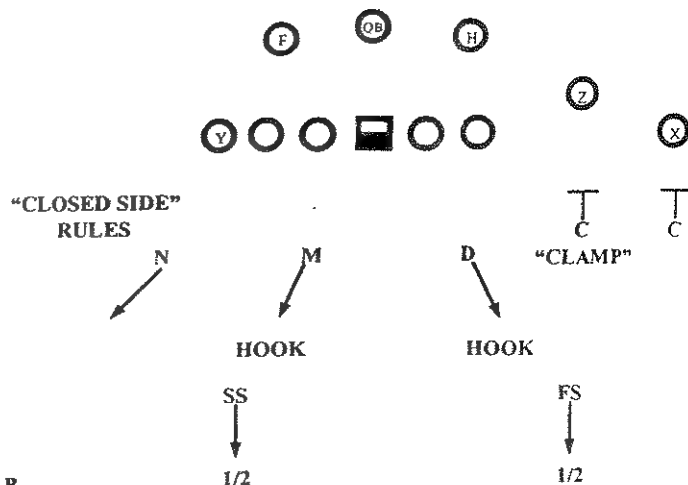
21 PERSONNEL DIME FORMATION CATEGORIES

PRO



A

SLOT

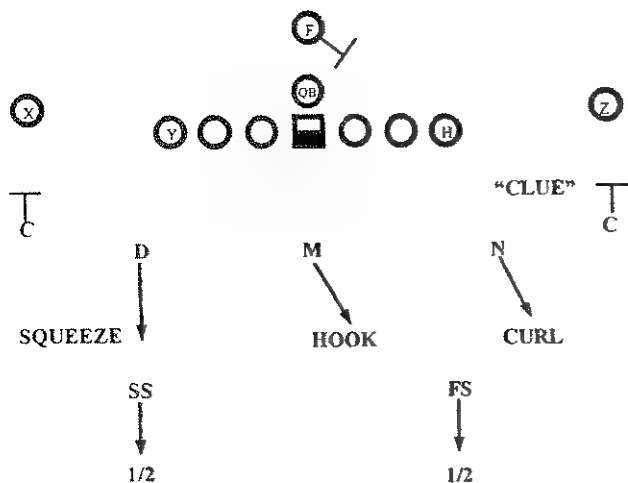


B

12 PERSONNEL

WHITE ON LEFT (ACE)

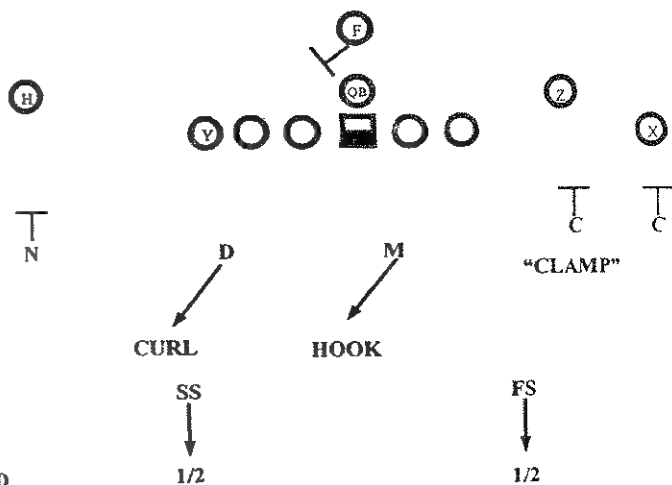
UNIT LEFT
FLOOD RIGHT



C

BLACK OUT LEFT SLOT

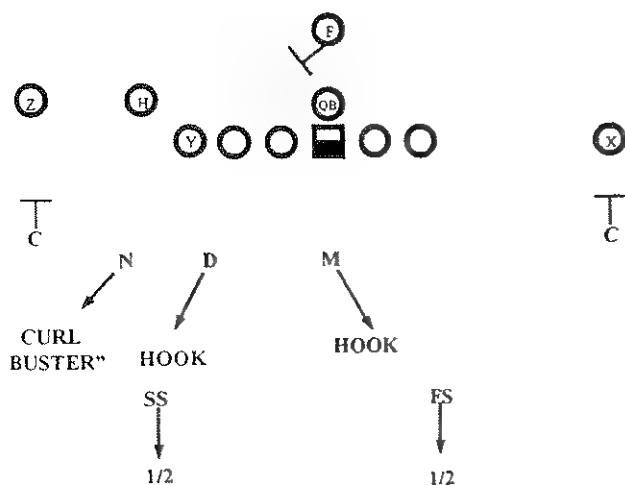
UNIT RIGHT
FLOOD LEFT



D

BLACK LEFT

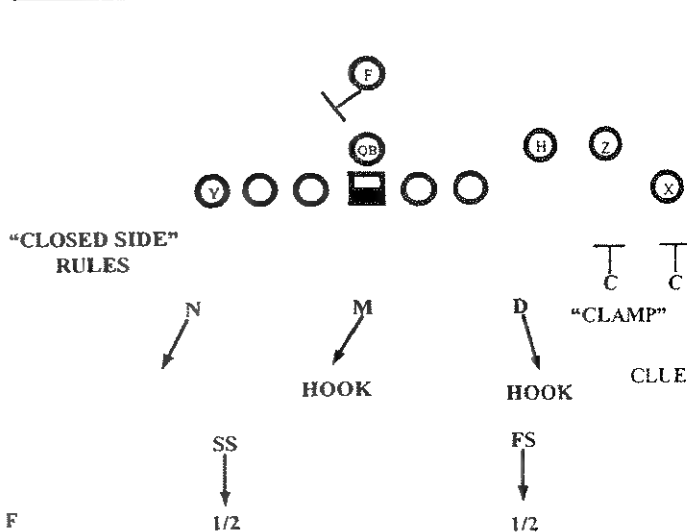
UNIT LEFT



E

WHITE LEFT SLOT

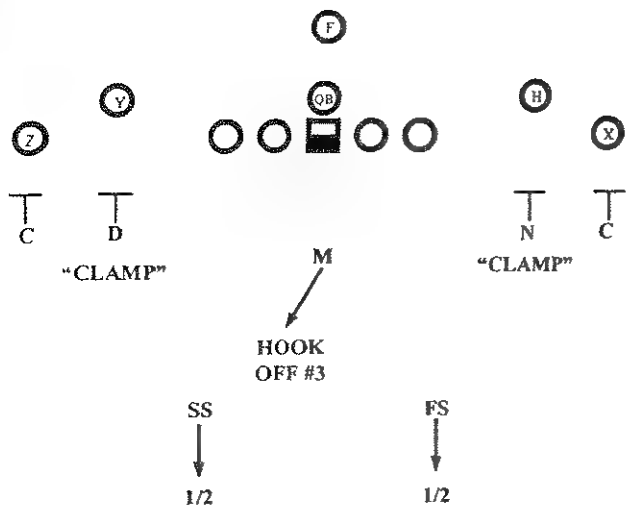
UNIT RIGHT



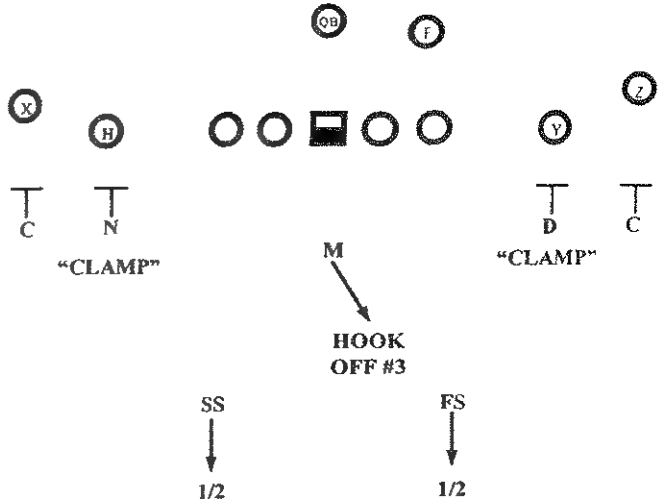
F

10 PERSONNEL DIME FORMATION

STRONG LEFT



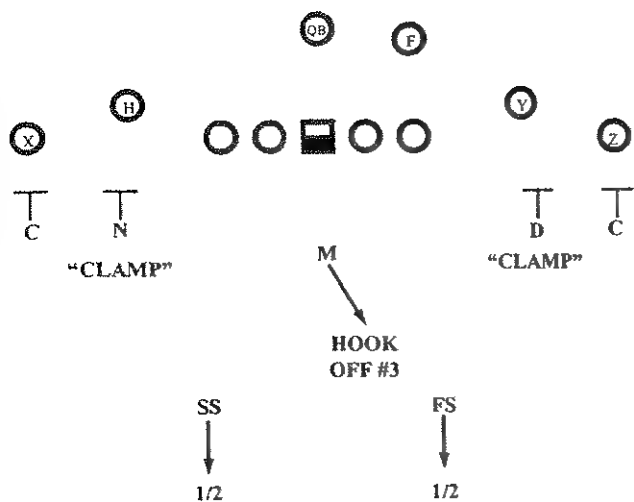
STRONG RIGHT



UNIT RIGHT

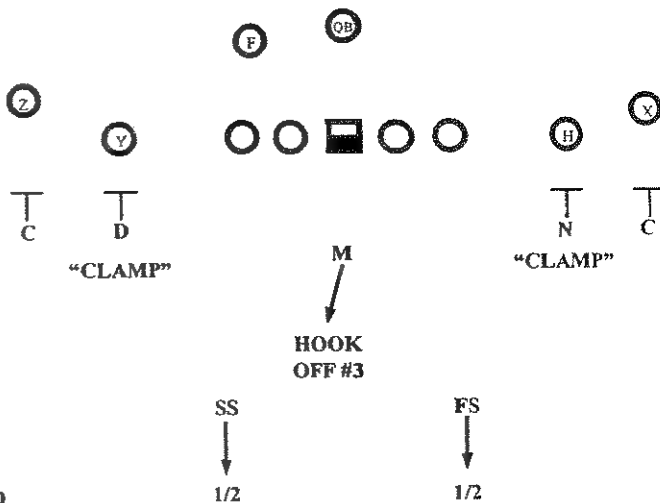
UNIT RIGHT

STRONG RIGHT



STRONG LEFT

UNIT LEFT

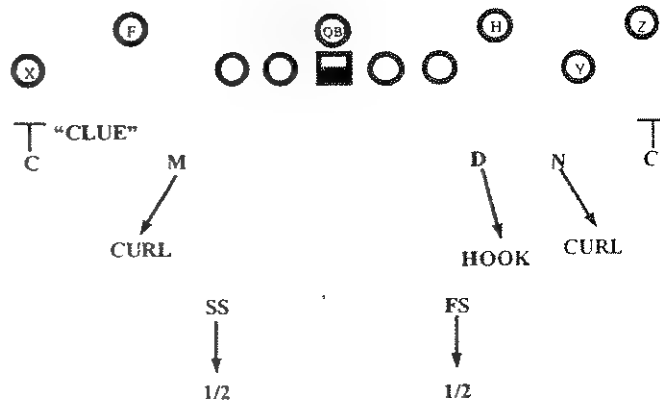
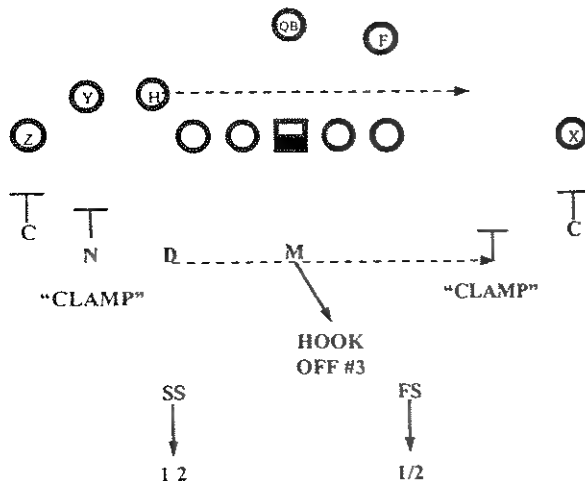


STRONG LEFT

STRONG RIGHT

SPREAD

UNIT RIGHT
ALERT BUSTER



11 PERSONNEL DIME FORMATION

STRONG LEFT
FLOOD RIGHT

(Z)

(QB)

(F)

(H)

(Y)

()

()

()

()

()

(X)

T
C

T
N
"CLAMP"

T
C

D

M

SQUEEZE #2

HOOK
OFF #3

SS

FS

1/2

1/2

UNIT LEFT

STRONG LEFT
CRACK

(Z)

(H)

(QB)

(F)

(Y)

()

()

()

()

()

(X)

T
C

T
N
"CLAMP"

D

M

"CLUE"

T
C

"CLUE"

HOOK

CURL

SS

FS

1/2

1/2

UNIT LEFT

STRONG LEFT

(Z)

(H)

(QB)

(F)

(Y)

()

()

()

()

()

(X)

T
C

"CLUE"

N

D

M

T

SQUEEZE #2

HOOK
OFF #3

"CLAMP"

SS

FS

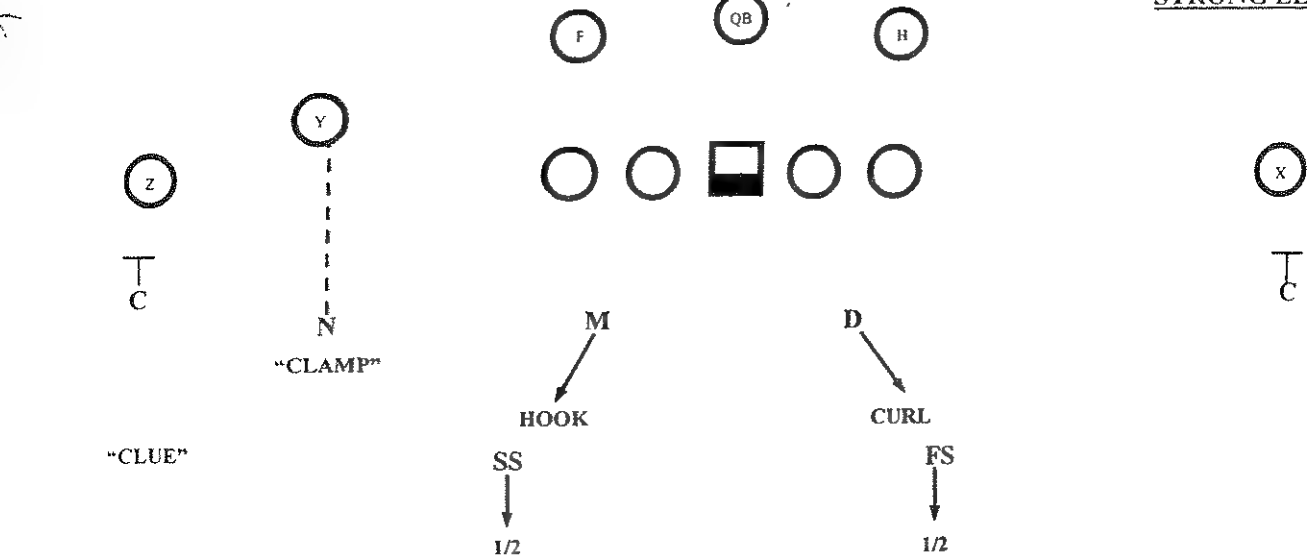
1/2

1/2

"CLUE"

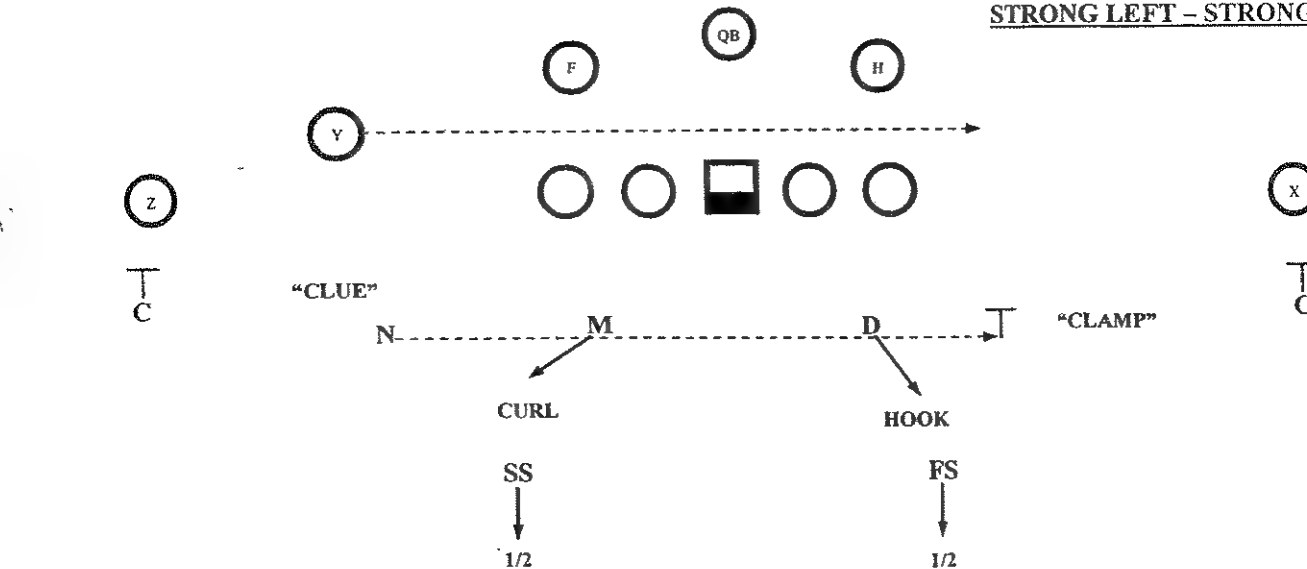
20 PERSONNEL DIME FORMATION

STRONG LEFT



UNIT LEFT

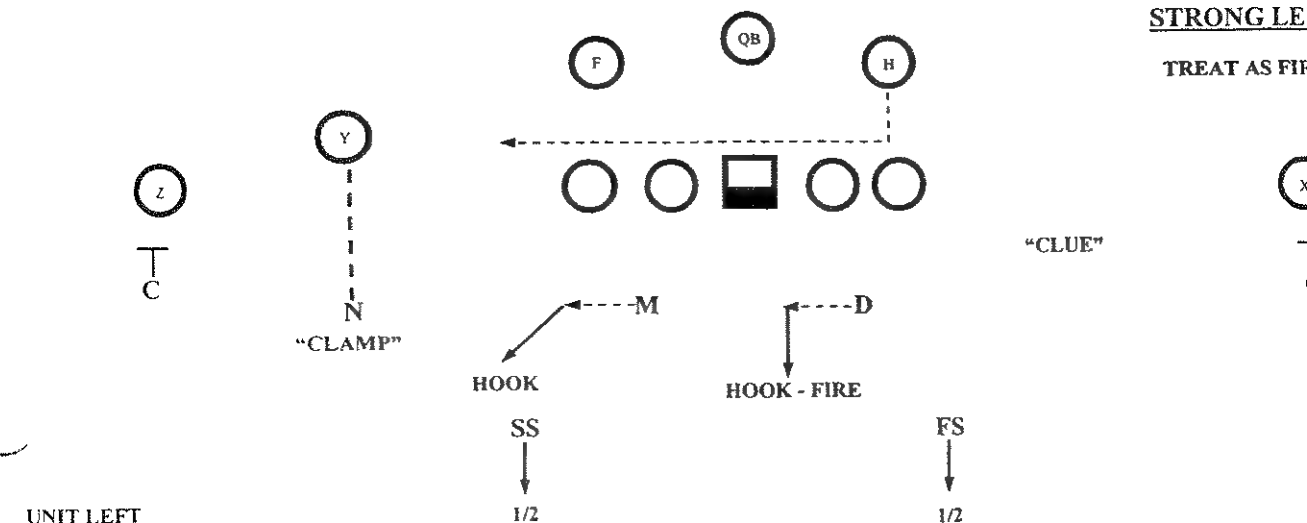
STRONG LEFT - STRONG RIGHT



UNIT RIGHT

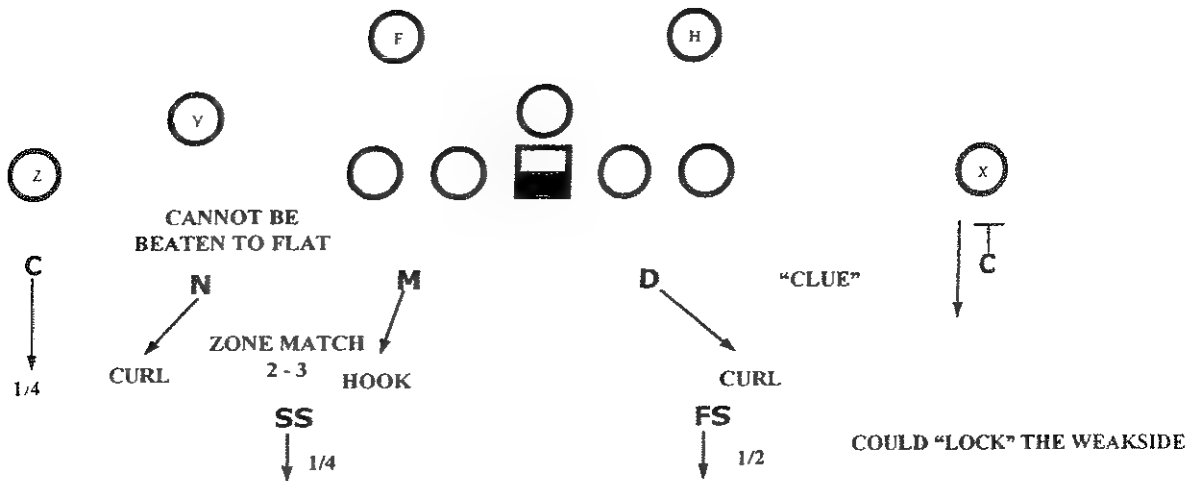
STRONG LEFT

TREAT AS FIRE

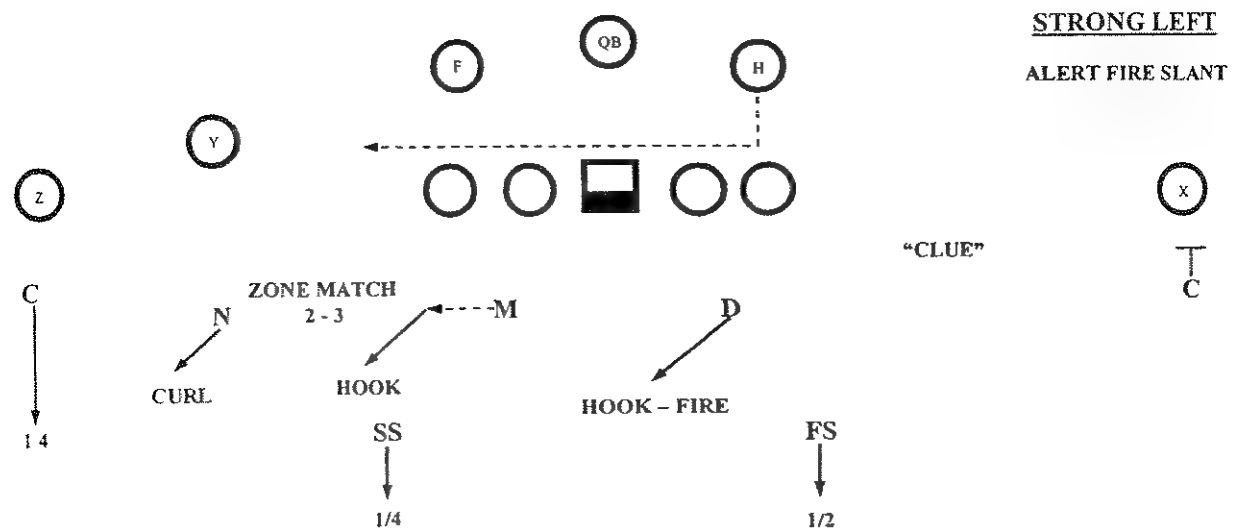


UNIT LEFT

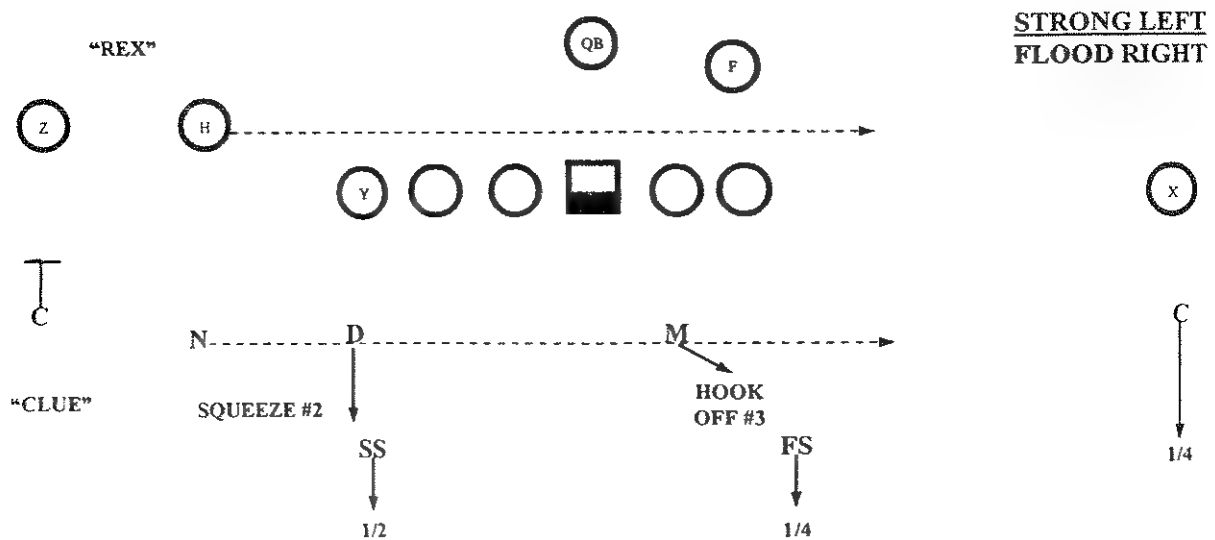
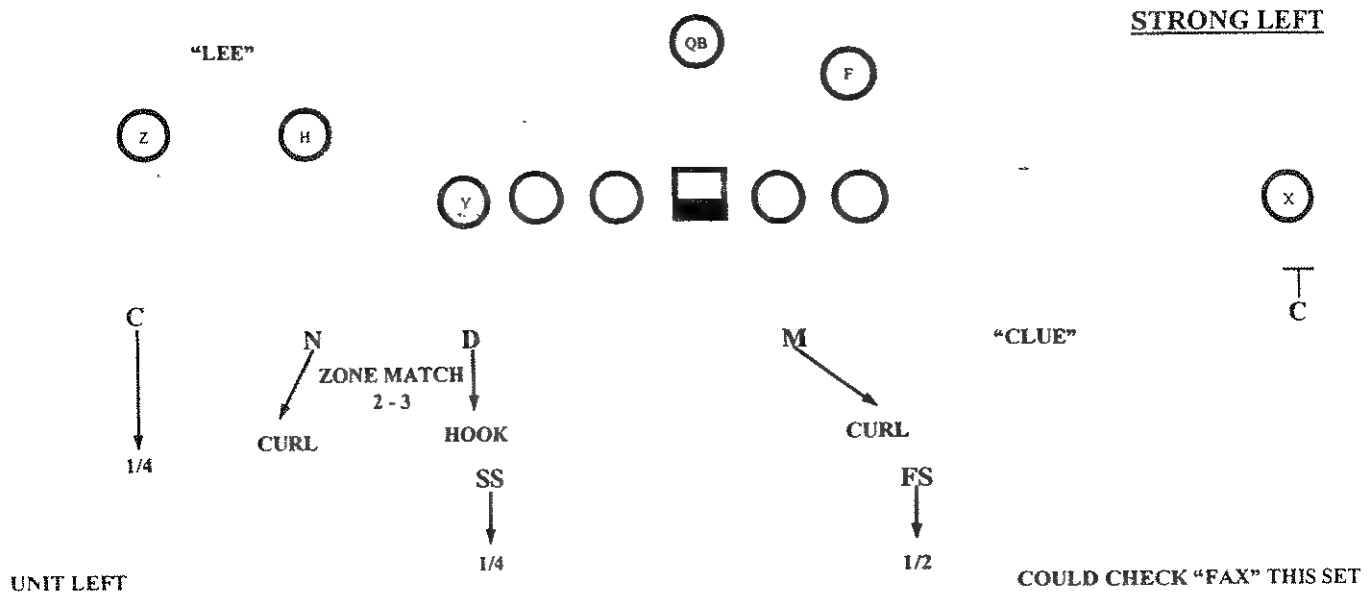
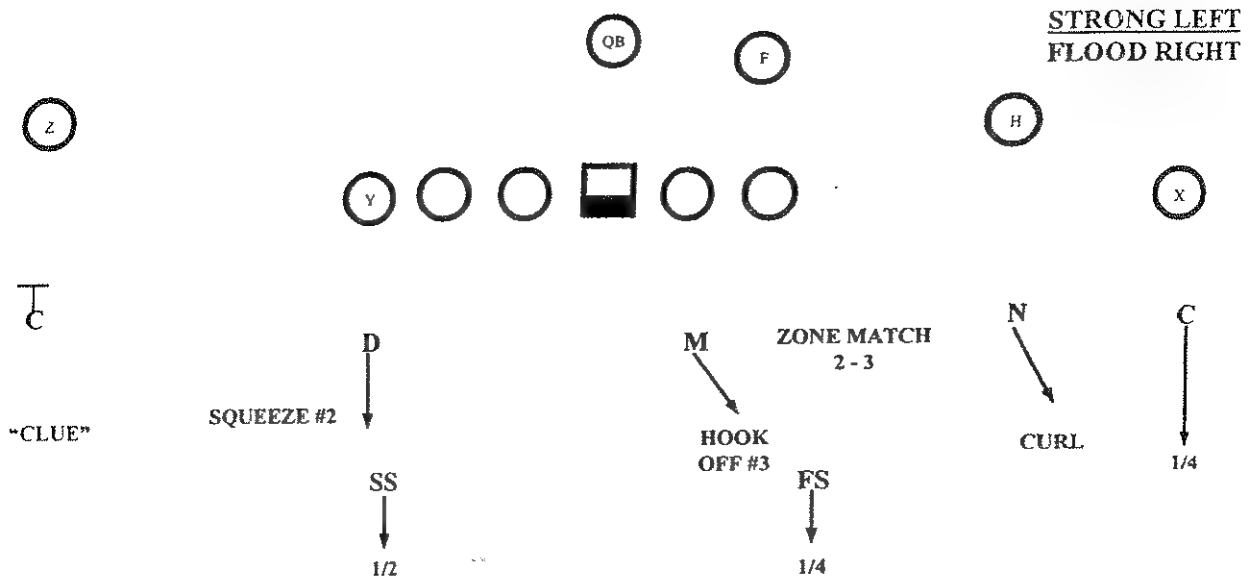
DIME COVER 4
USED vs. 20 PSN AND 11 PSN



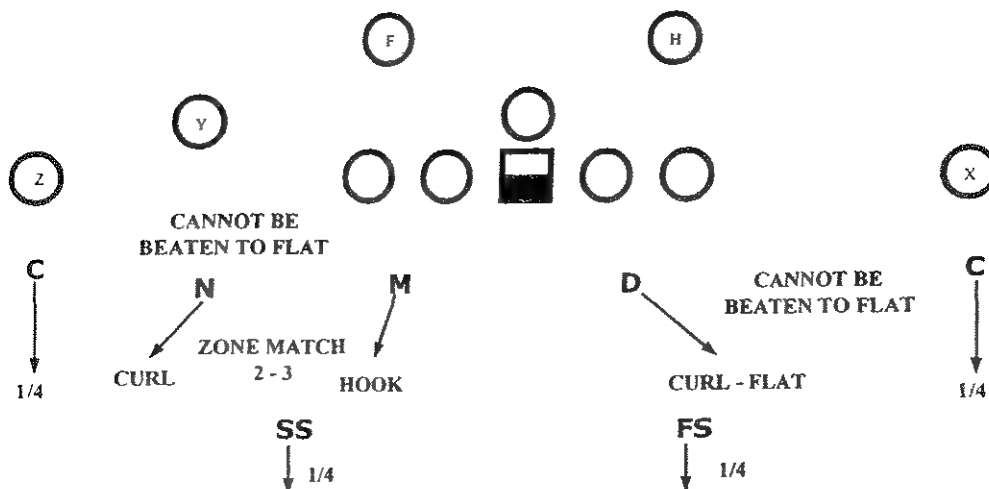
POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ZONE DROP OFF #2 WEAK – CLUE WITH (CB)
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ZONE MATCH 2 – 3 WITH NICKLE
NICKEL	OUTSIDE ALIGNMENT ON #2	ZONE MATCH 2 – 3 WITH DIME CANNOT BE BEATEN TO THE FLAT
LEFT CORNER	OUTSIDE ALIGNMENT ON #1	ZONE DEEP OUTSIDE 1/4 OR PLAY TUFF TECHNIQUE
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	FORCE #1 INSIDE – CLUE #2 WITH DIME ZONE
STRONG SAFETY	10 – 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE DEEP INSIDE 1/4
FREE SAFETY	10 – 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2



11 PERSONNEL DIME FORMATION

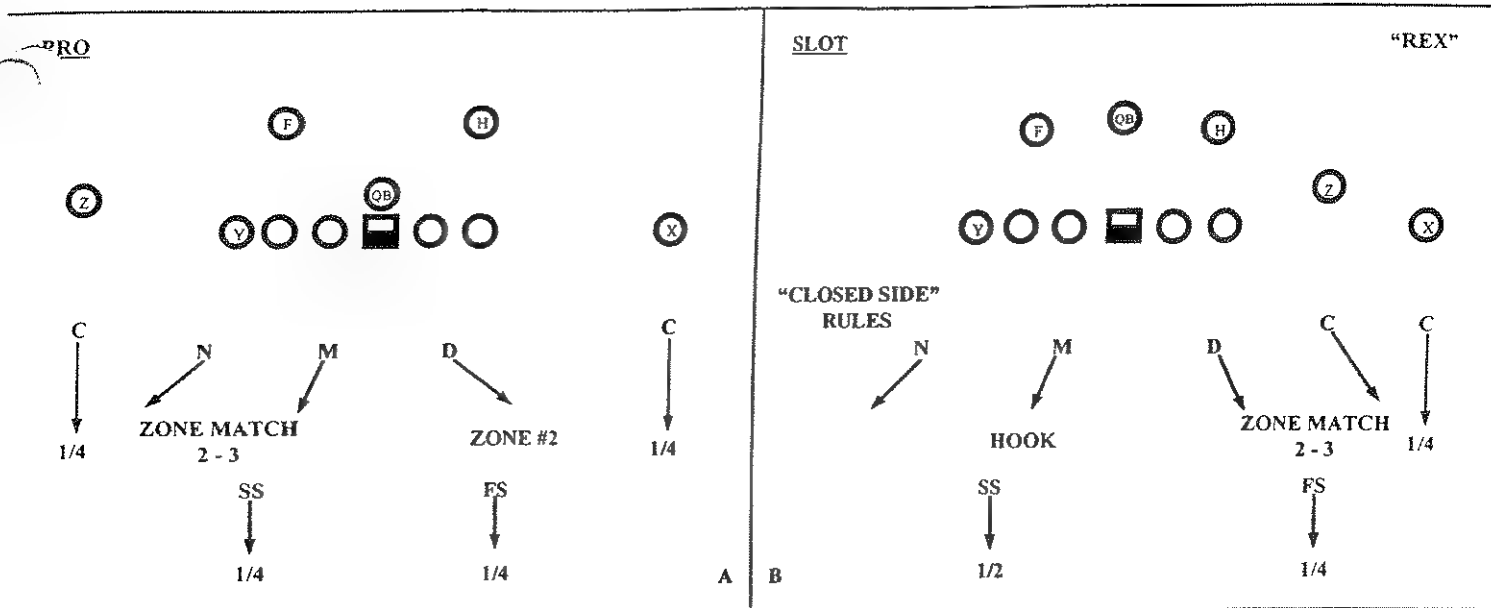


DIME COVER 8
"DOLLAR"

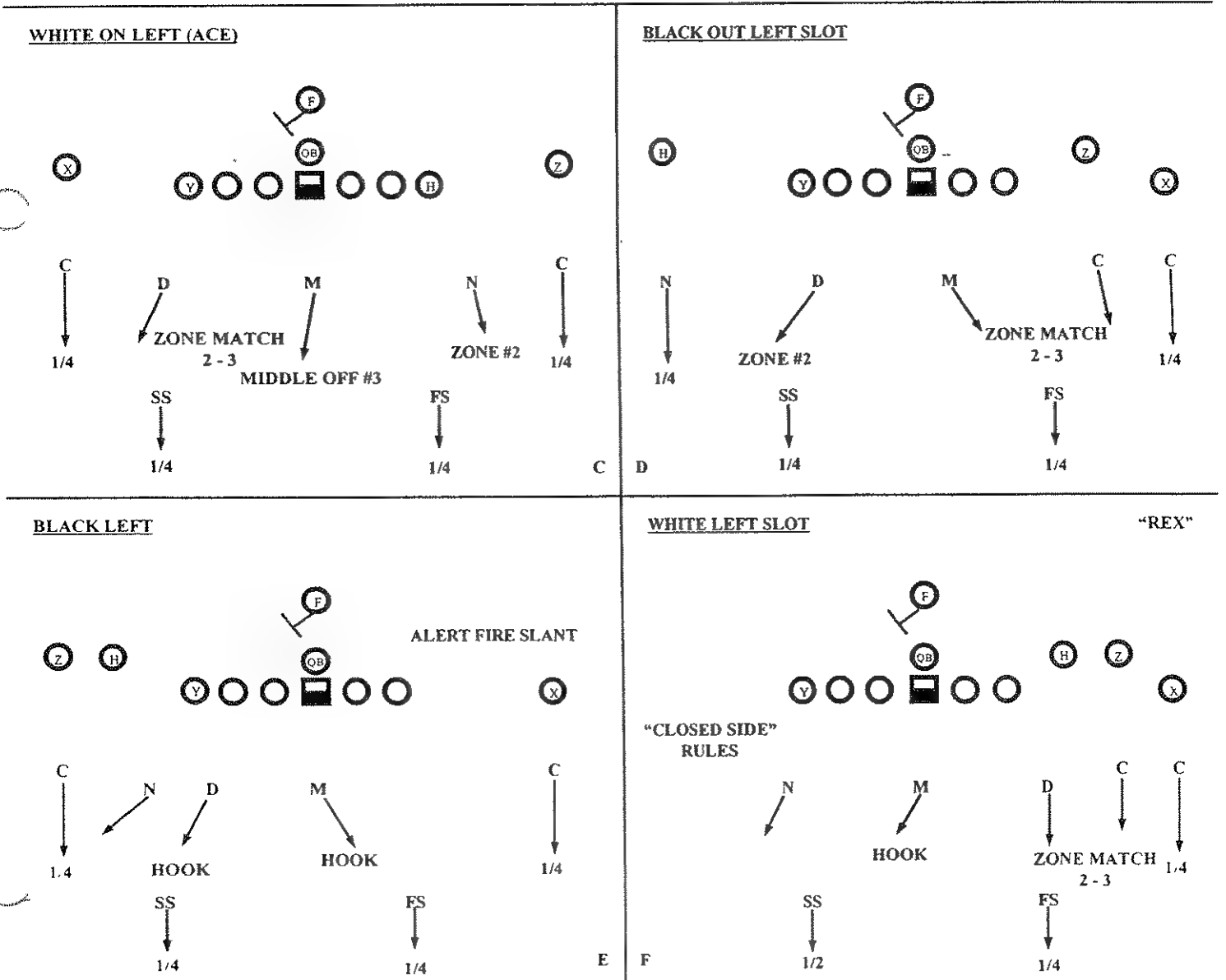


POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ZONE MATCH 3 INSIDE RECEIVERS (TRIO) CANNOT BE BEATEN TO THE FLAT
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ZONE MATCH 3 INSIDE RECEIVERS (TRIO) CANNOT BE BEATEN TO THE FLAT
NICKEL	OUTSIDE ALIGNMENT ON #2	ZONE MATCH 3 INSIDE RECEIVERS (TRIO) CANNOT BE BEATEN TO THE FLAT
LEFT CORNER	OUTSIDE ALIGNMENT ON #1	ZONE DEEP OUTSIDE 1/4
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1/4
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE DEEP INSIDE 1/4
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE DEEP INSIDE 1/4

21 PERSONNEL DIME FORMATION CATEGORIES

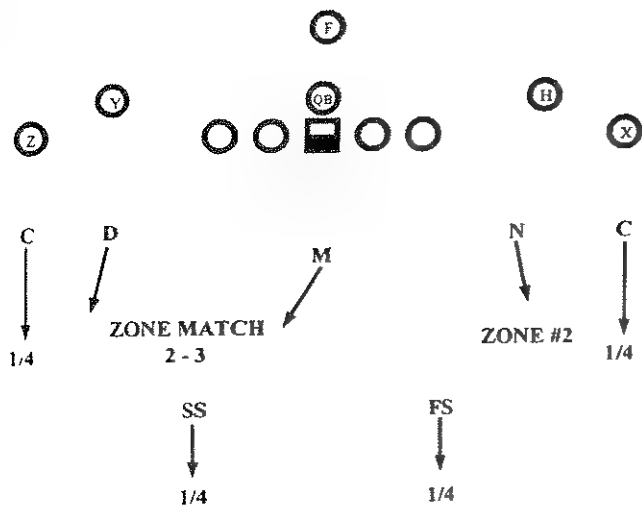


12 PERSONNEL



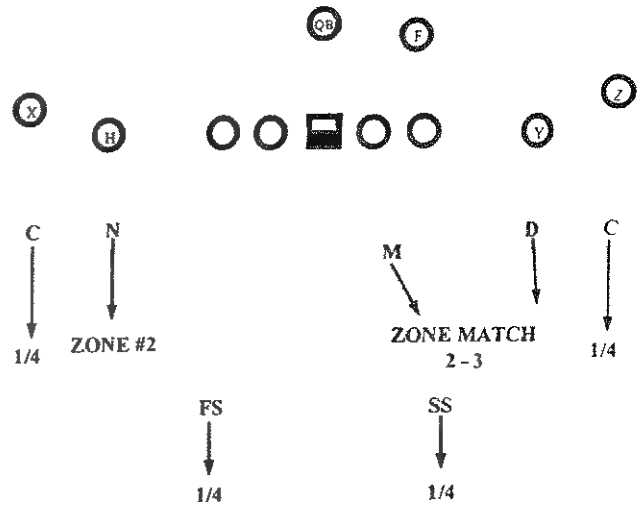
10 PERSONNEL DIME FORMATION

STRONG LEFT



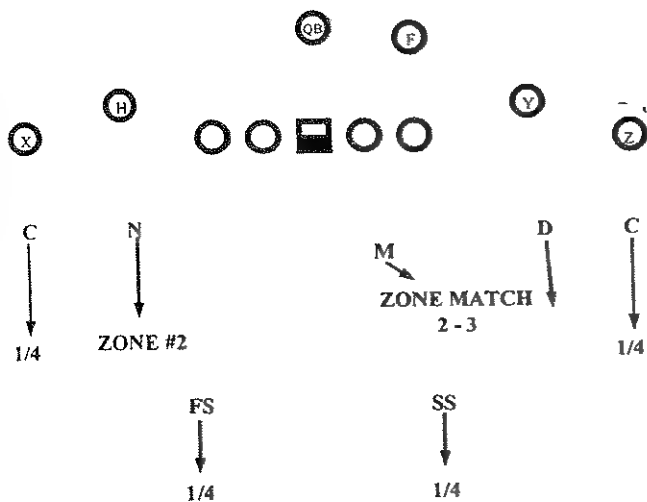
A

STRONG RIGHT



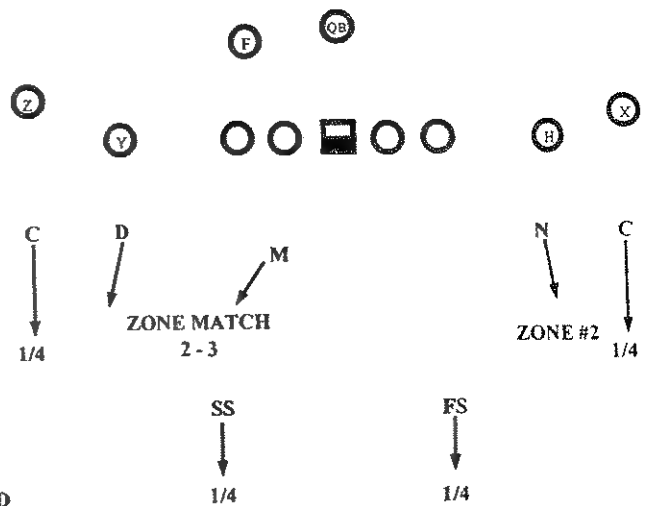
B

STRONG RIGHT



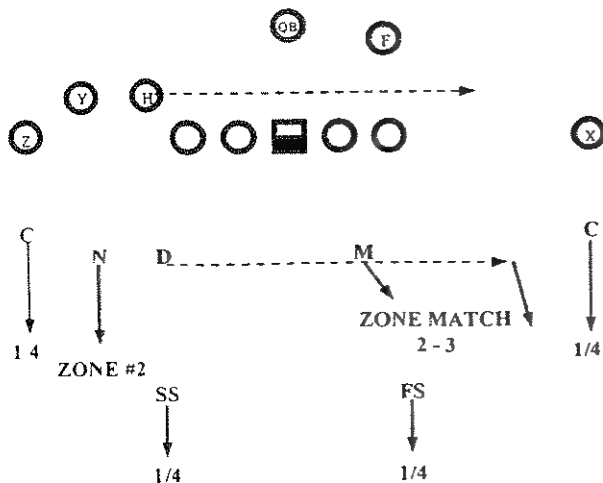
C

STRONG LEFT



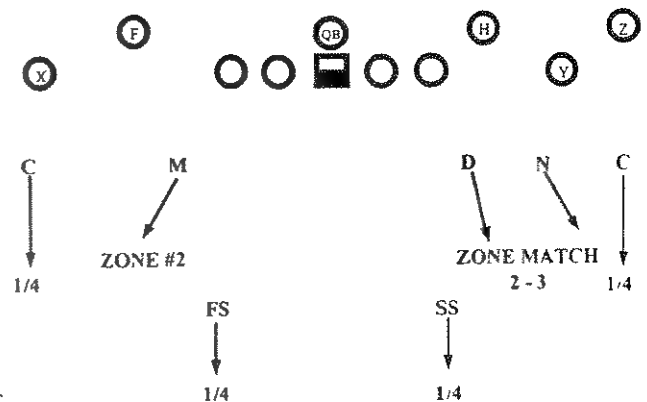
D

STRONG LEFT



E

STRONG RIGHT

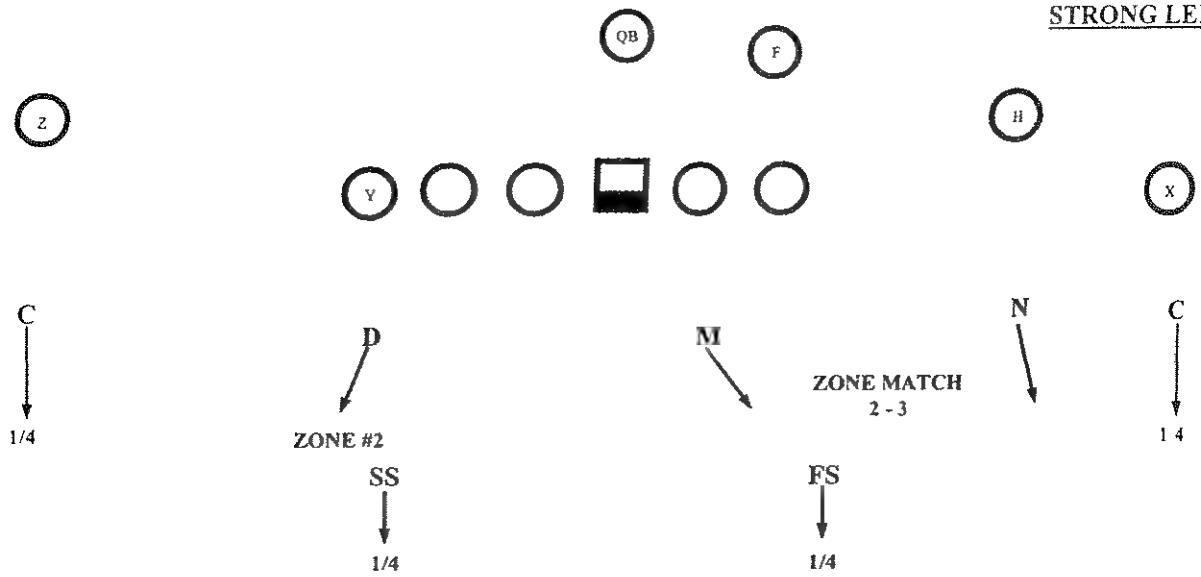


F

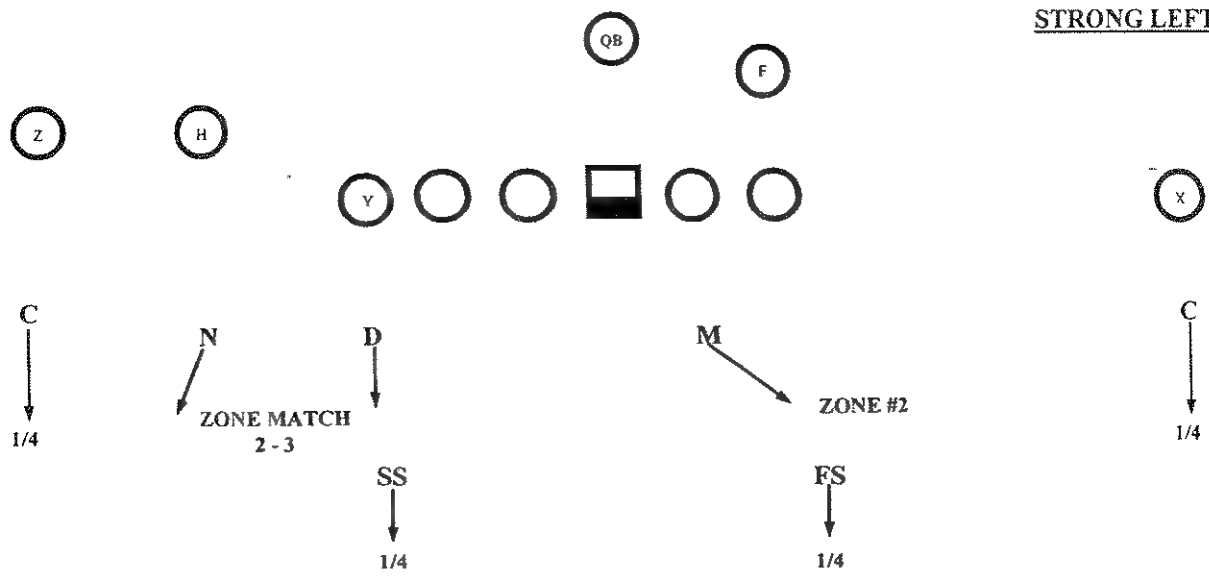
SPREAD

11 PERSONNEL DIME FORMATION

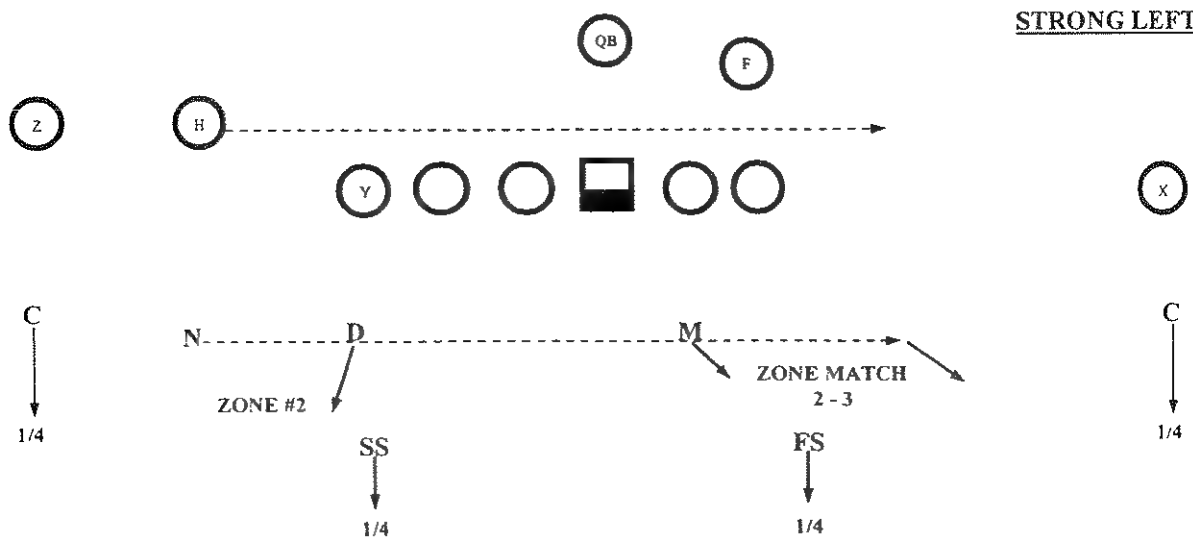
STRONG LEFT



STRONG LEFT

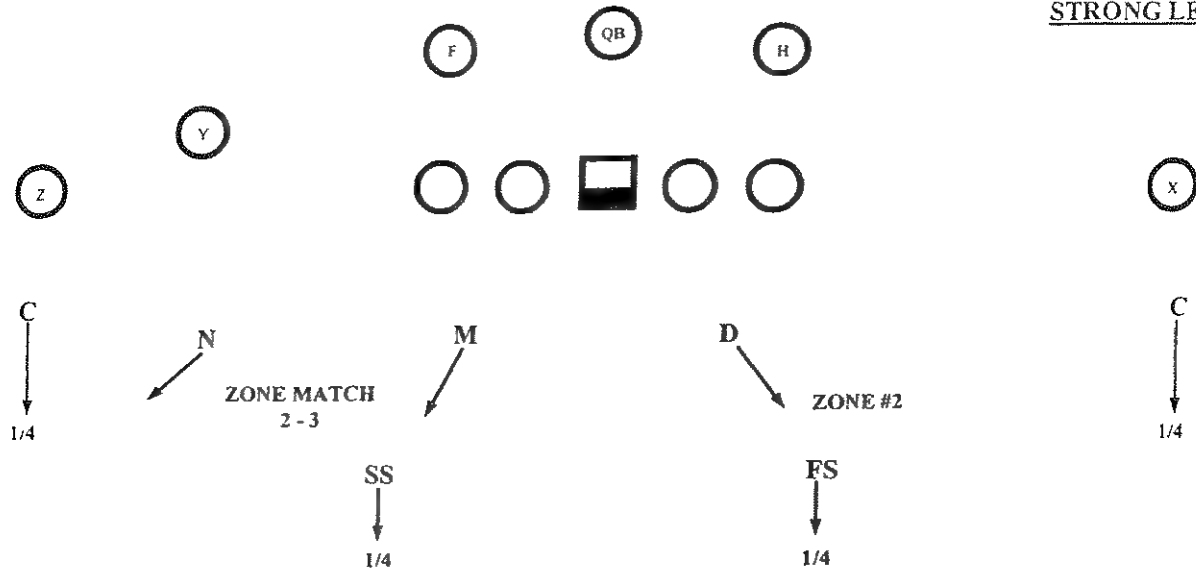


STRONG LEFT

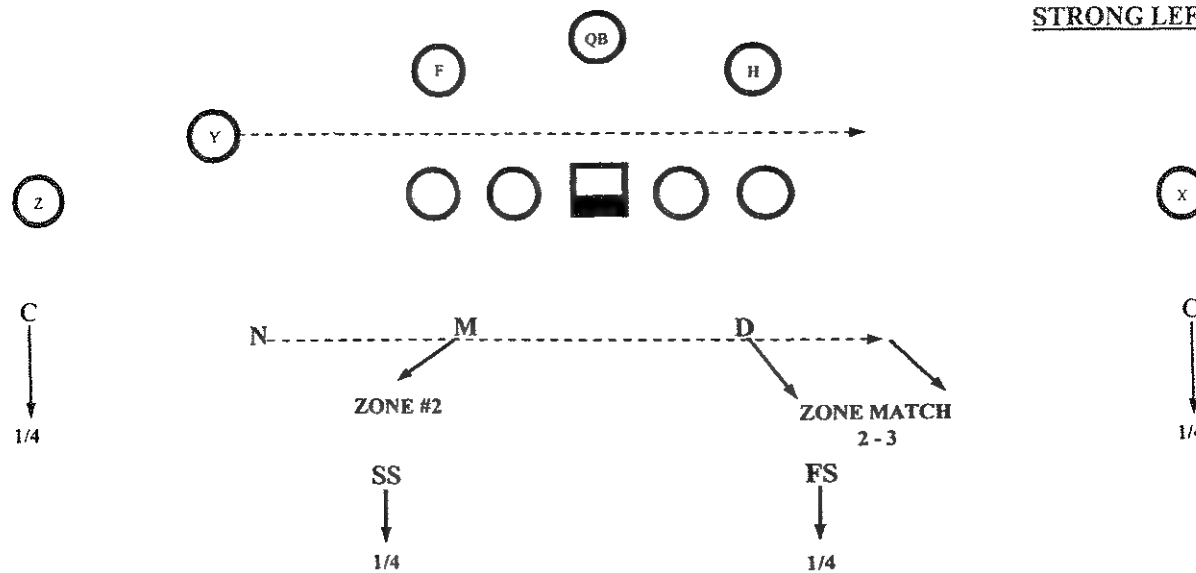


20 PERSONNEL DIME FORMATION

STRONG LEFT

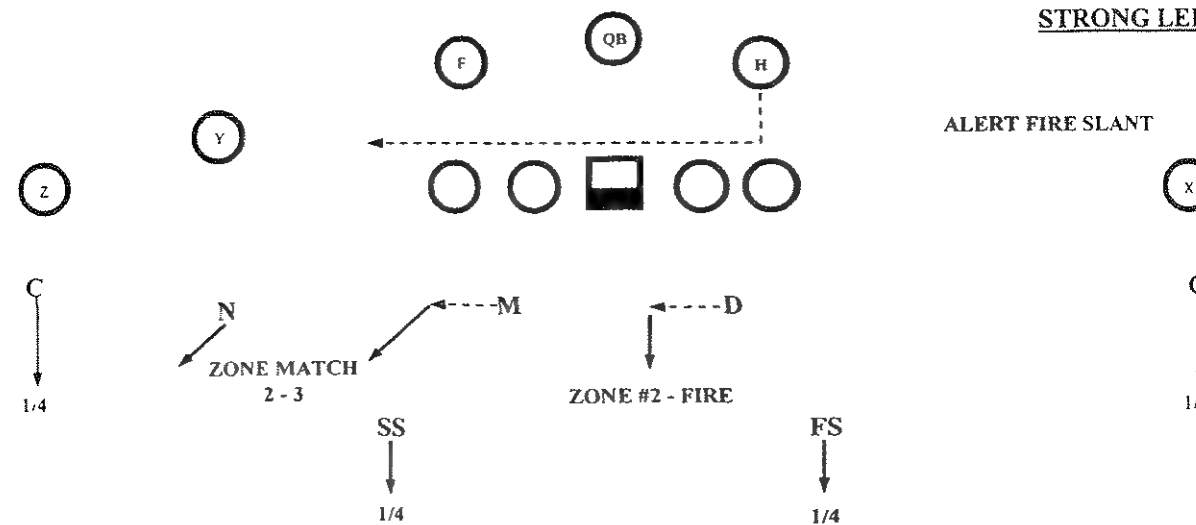


STRONG LEFT

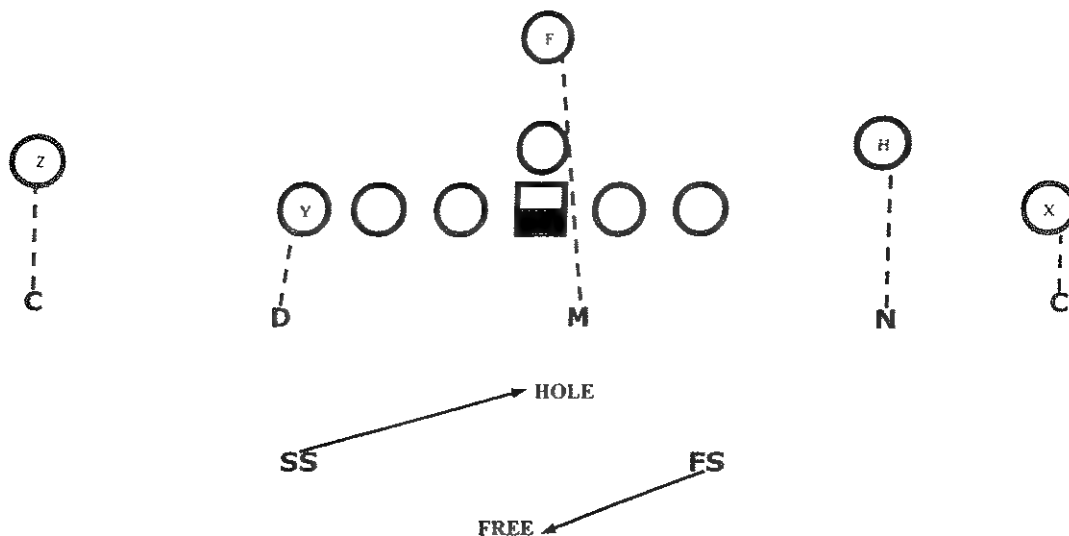


STRONG LEFT

ALERT FIRE SLANT



DIME ROVER

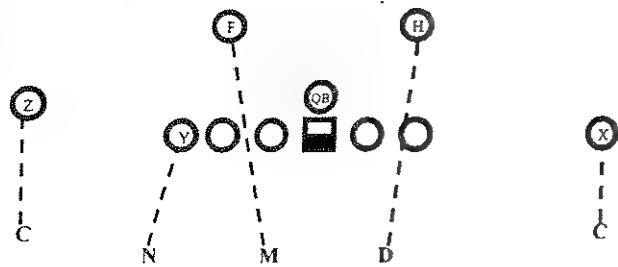


POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN OUTSIDE TECHNIQUE
MIKE	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN OUTSIDE TECHNIQUE
NICKEL	HEAD UP ALIGNMENT MAY VARY	MAN TO MAN OUTSIDE TECHNIQUE
LEFT CORNER	HEAD UP BUMP	MAN TO MAN OUTSIDE TECHNIQUE
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN OUTSIDE TECHNIQUE
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (TE)	HOLE AREA
FREE SAFETY	10 - 12 YDS DEEP WEAK(OG) (OT) GAP	DEEP MIDDLE 1/3 LOOK TO HELP ON POST ROUTES

21 PERSONNEL DIME FORMATION CATEGORIES

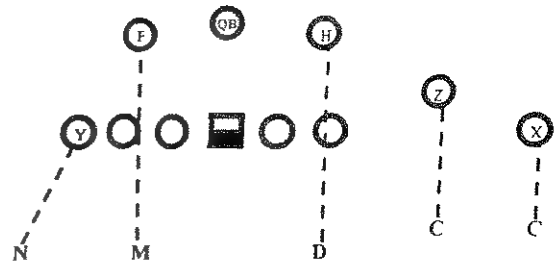
PRO

SLOT



HOLE
SS
FREE
FS

A



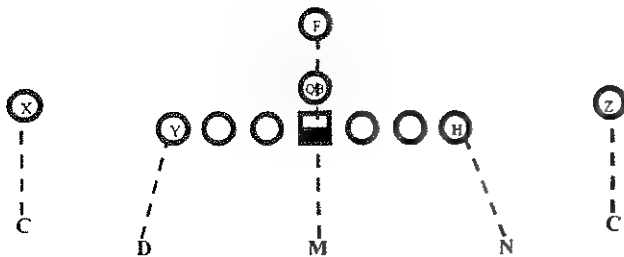
HOLE
SS
FREE
FS

B

12 PERSONNEL

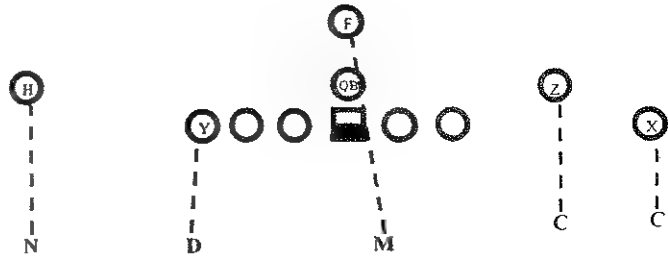
WHITE ON LEFT (ACE)

BLACK OUT LEFT SLOT



HOLE
SS
FREE
FS

C

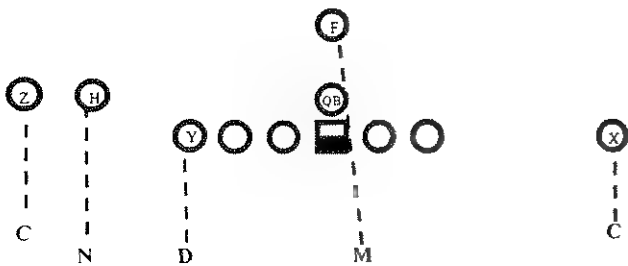


HOLE
SS
FREE
FS

D

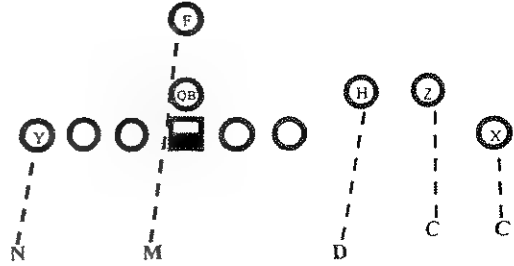
BLACK LEFT

WHITE LEFT SLOT



HOLE
SS
FREE
FS

E



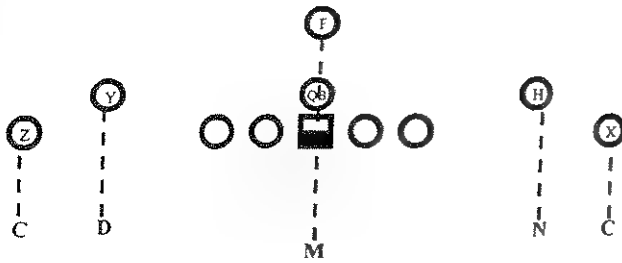
HOLE
SS
FREE
FS

F

10 PERSONNEL DIME FORMATION

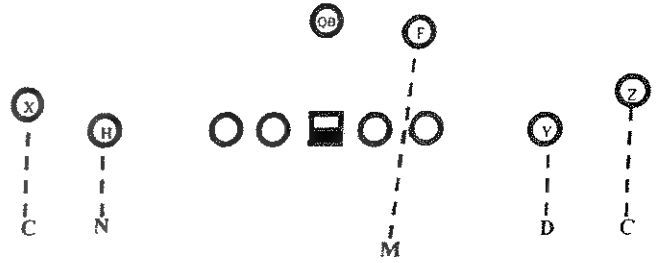
STRONG LEFT

STRONG RIGHT



SS → HOLE
FS → FREE

A



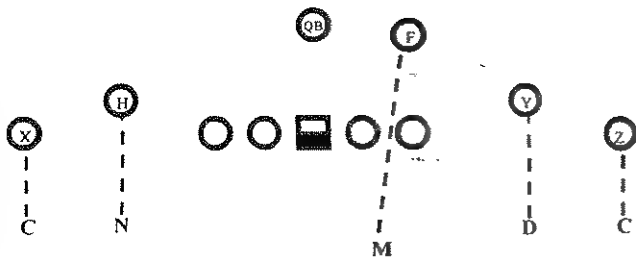
FS → HOLE
SS → FREE

ALERT TO
CHECK MOLE

B

STRONG RIGHT

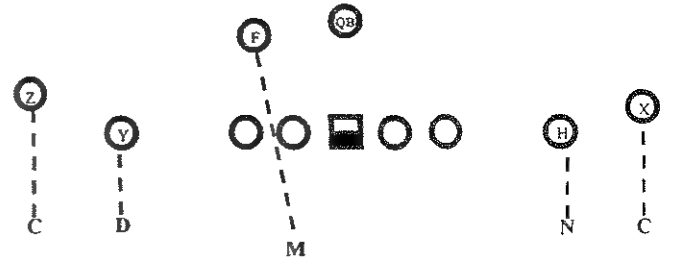
STRONG LEFT



FS → HOLE
SS → FREE

ALERT TO
CHECK MOLE

C



SS → HOLE
FS → FREE

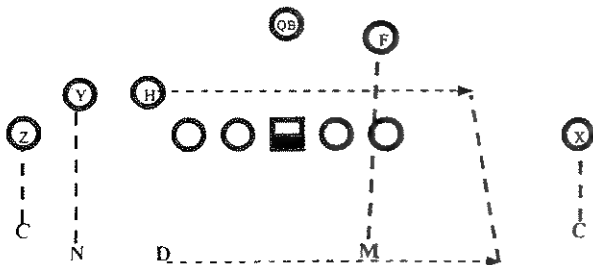
ALERT TO
CHECK MOLE

D

STRONG LEFT

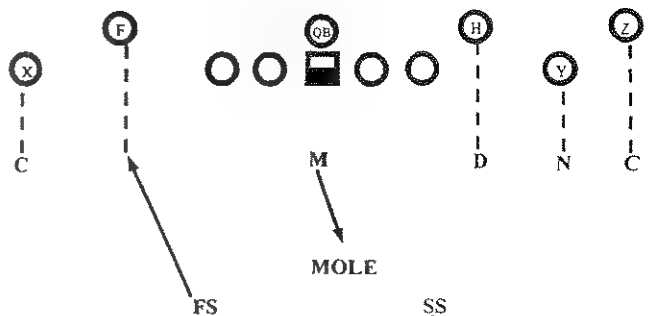
STRONG RIGHT

SPREAD



SS → HOLE
FS → FREE

E

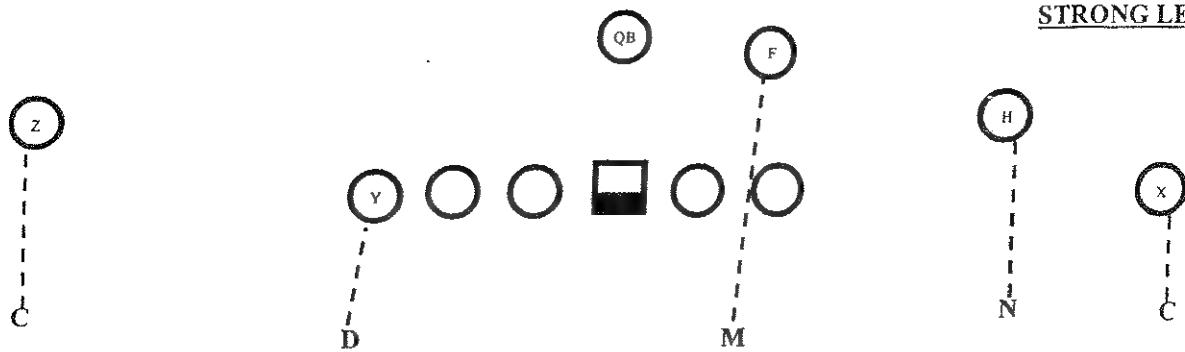


FS → HOLE
SS → FREE

F

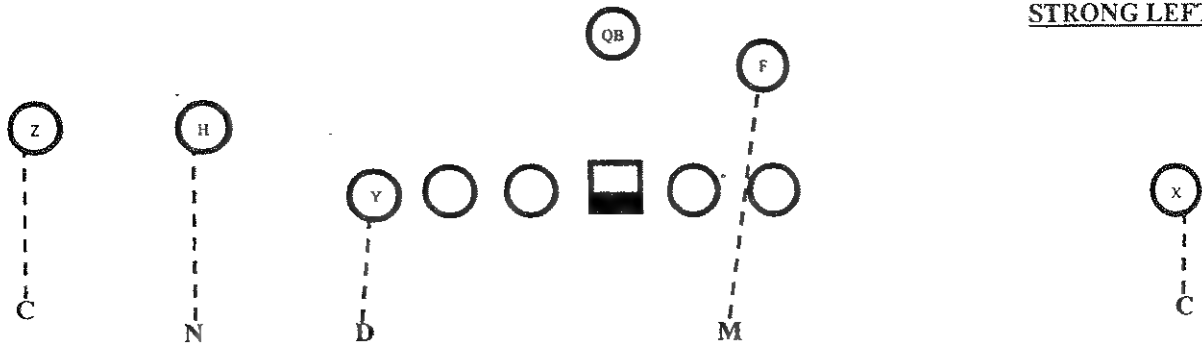
11 PERSONNEL DIME FORMATION

STRONG LEFT



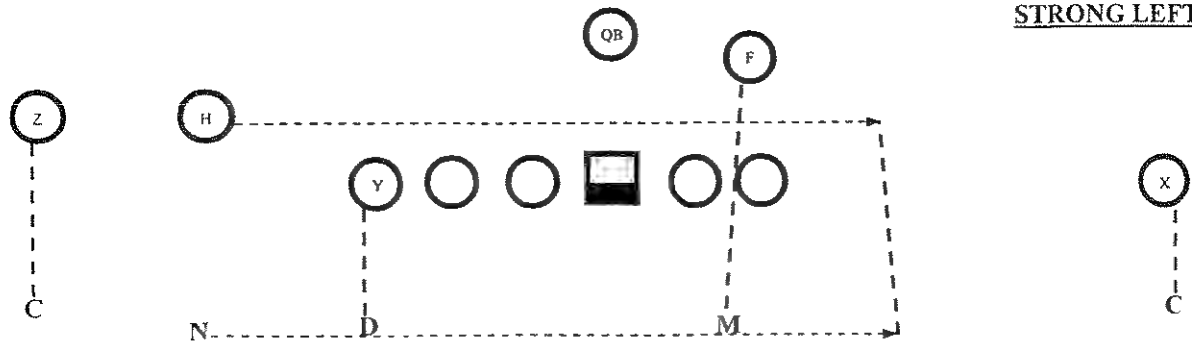
SS (Strong Safety) points to HOLE.
FS (Free Safety) points to FREE.

STRONG LEFT



SS (Strong Safety) points to HOLE.
FS (Free Safety) points to FREE.

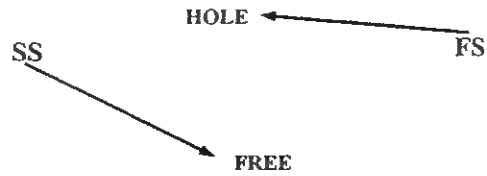
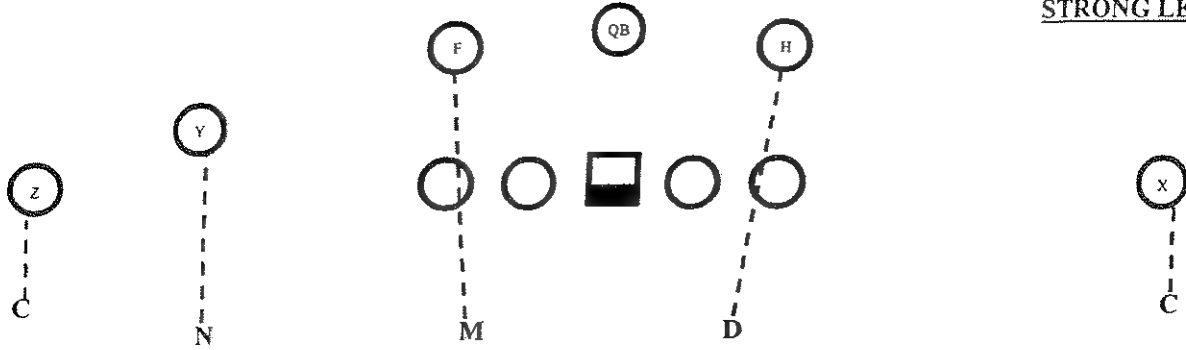
STRONG LEFT



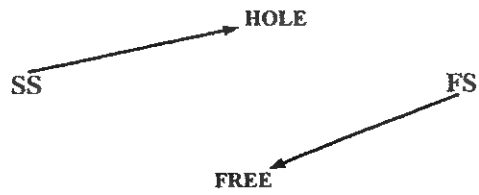
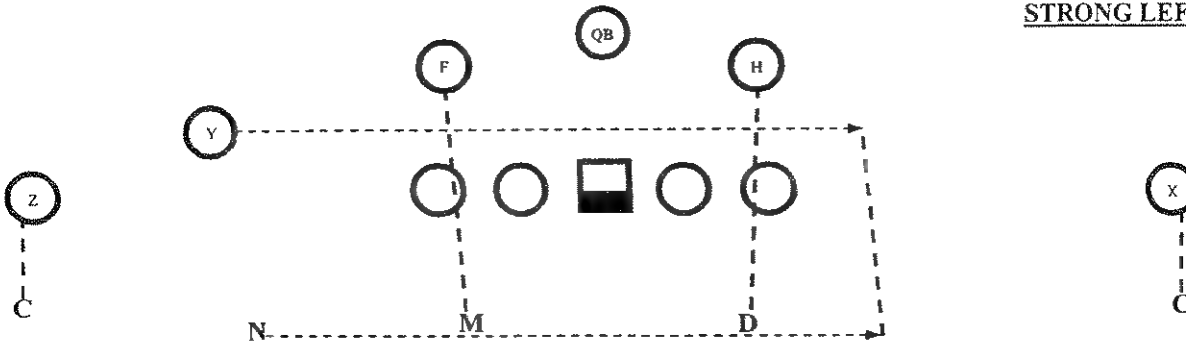
SS (Strong Safety) points to HOLE.
FS (Free Safety) points to FREE.

20 PERSONNEL DIME FORMATION

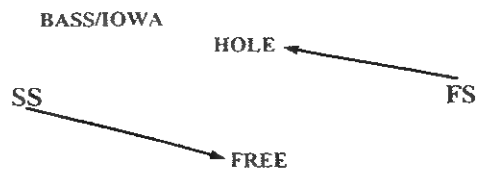
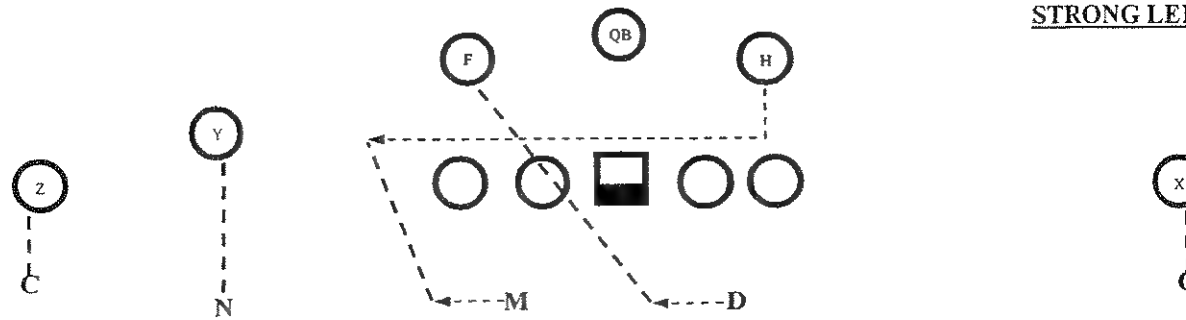
STRONG LEFT



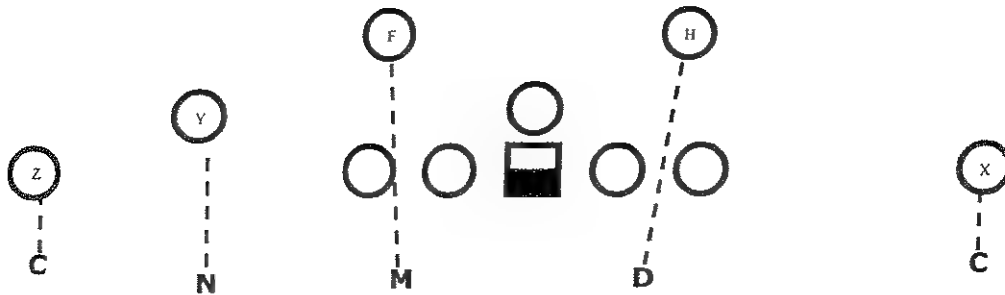
STRONG LEFT



STRONG LEFT



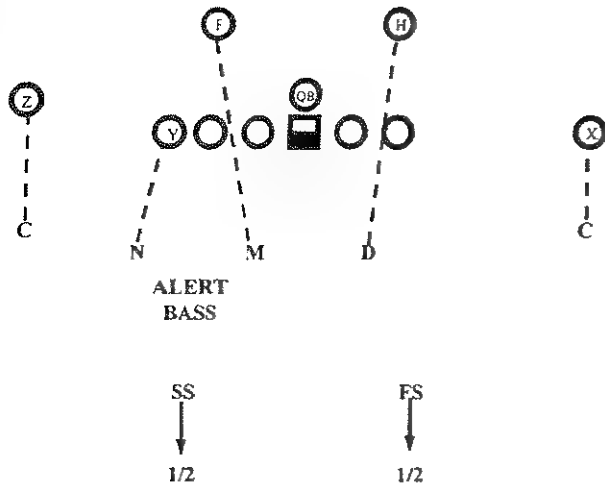
**DIME 2 MAN
"ROCK"**



POSITION	ALIGNMENT	RESPONSIBILITY
DIME	HEAD UP ALIGNMENT MAY VARY	MAN TO MAN INSIDE TRAIL TECHNIQUE
MIKE	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TRAIL TECHNIQUE
NICKEL	HEAD UP ALIGNMENT MAY VARY	MAN TO MAN INSIDE TRAIL TECHNIQUE
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TRAIL TECHNIQUE
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TRAIL TECHNIQUE
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2

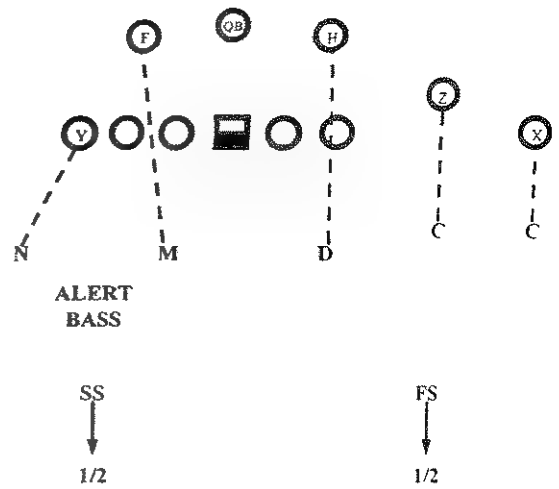
21 PERSONNEL DIME FORMATION CATEGORIES

PRO



A

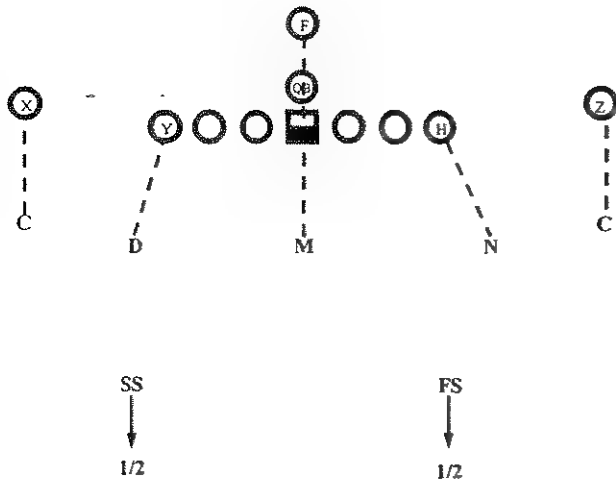
SLOT



B

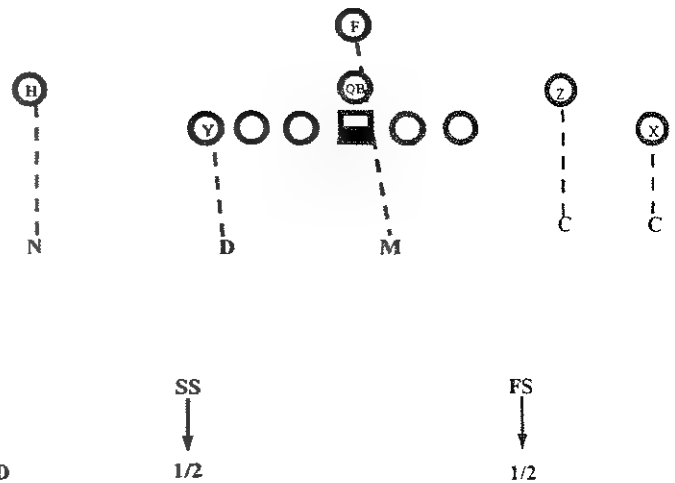
12 PERSONNEL

WHITE ON LEFT (ACE)



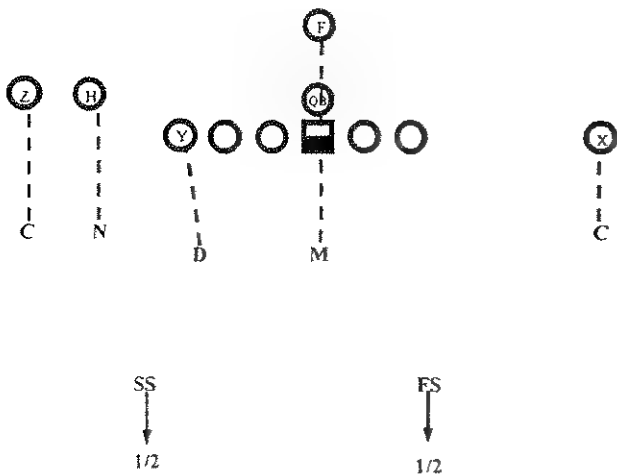
C

BLACK OUT LEFT SLOT



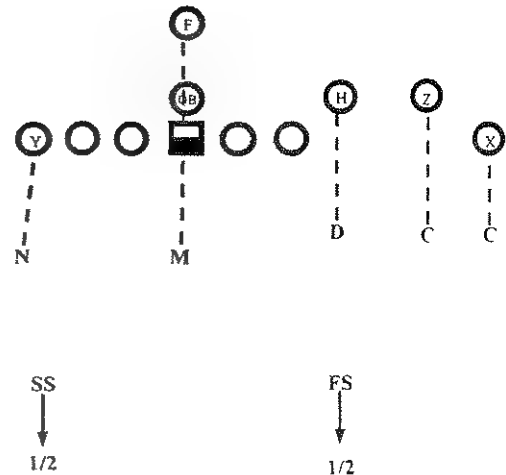
D

BLACK LEFT



E

WHITE LEFT SLOT

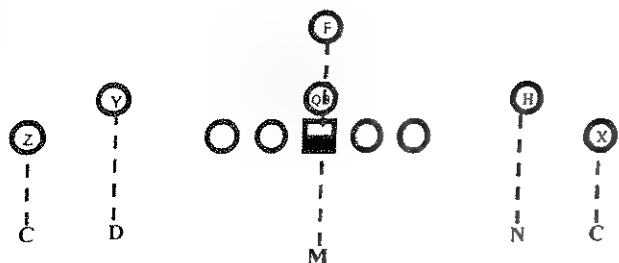


F

10 PERSONNEL DIME FORMATION

STRONG LEFT

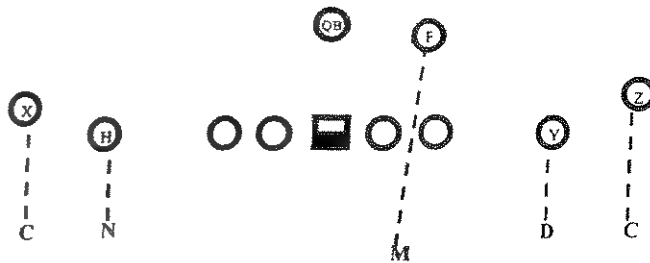
STRONG RIGHT



SS
↓
1/2

FS
↓
1/2

A



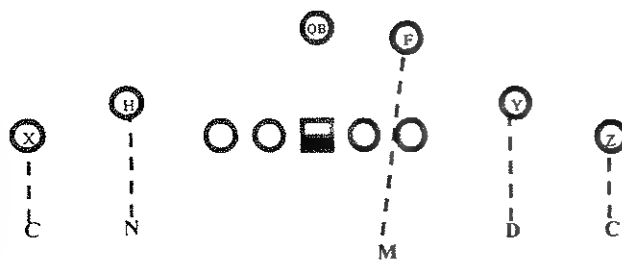
SS
↓
1/2

FS
↓
1/2

B

STRONG RIGHT

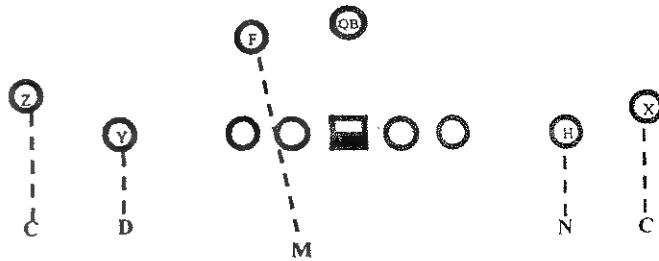
STRONG LEFT



SS
↓
1/2

FS
↓
1/2

C



SS
↓
1/2

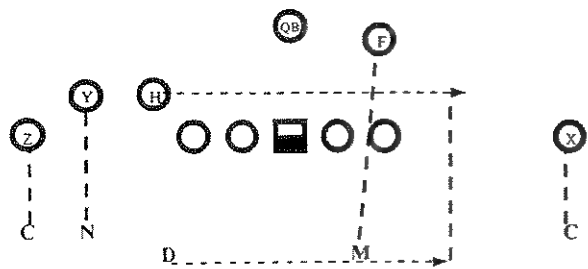
FS
↓
1/2

D

STRONG LEFT

STRONG RIGHT

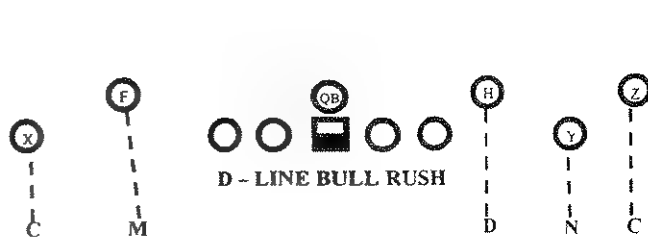
SPREAD



SS
↓
1/2

FS
↓
1/2

E



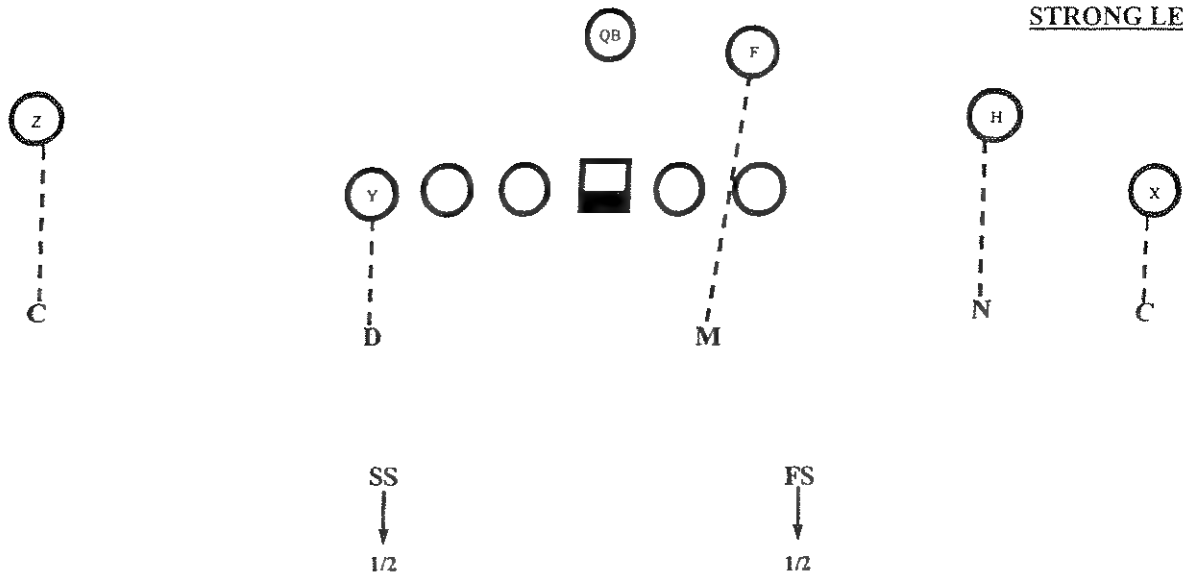
SS
↓
1/2

FS
↓
1/2

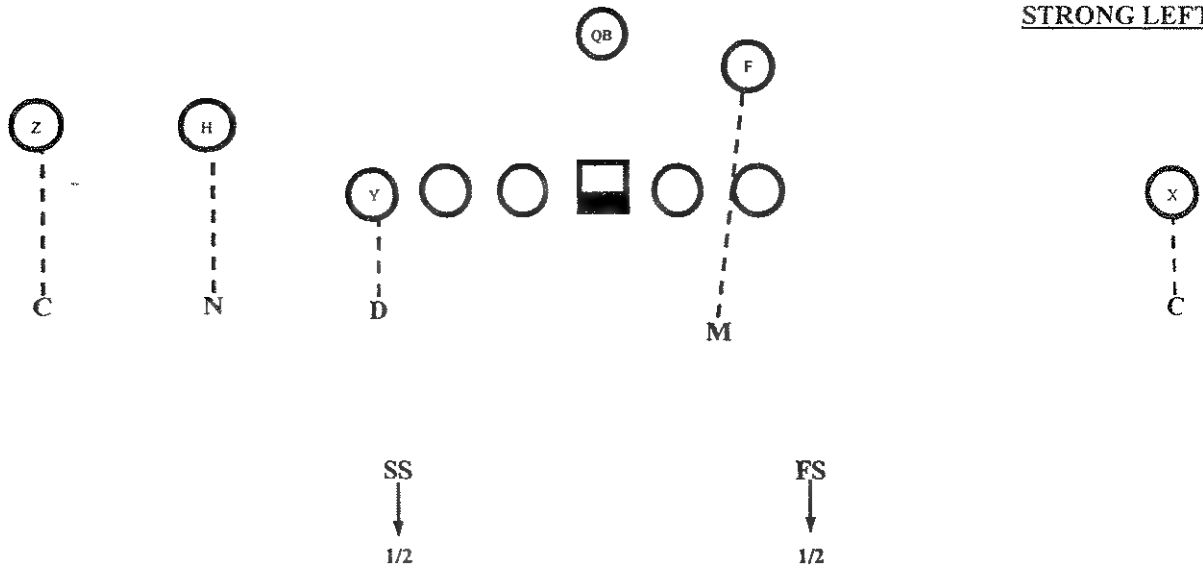
F

11 PERSONNEL DIME FORMATION

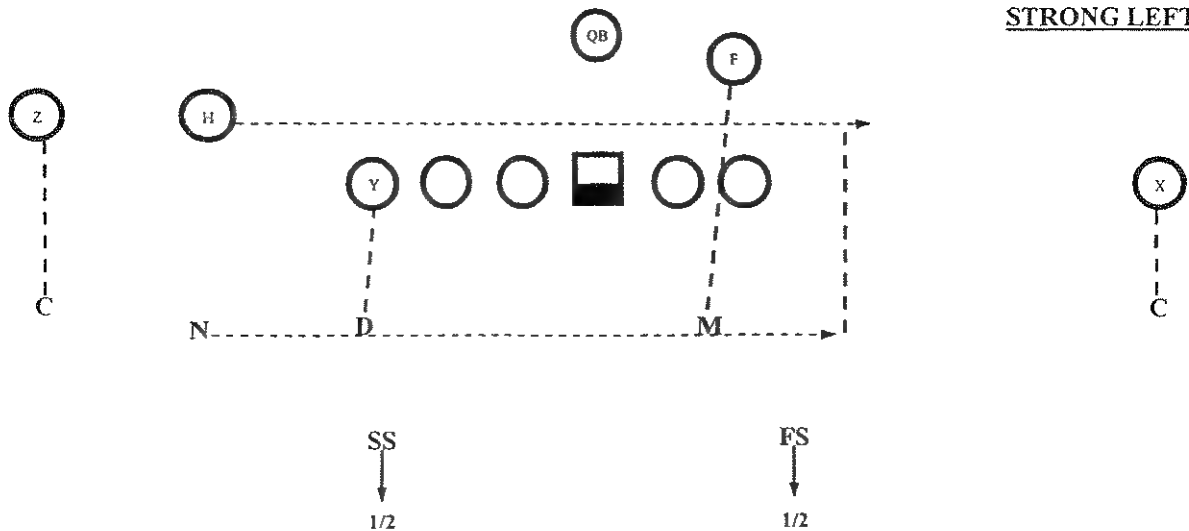
STRONG LEFT



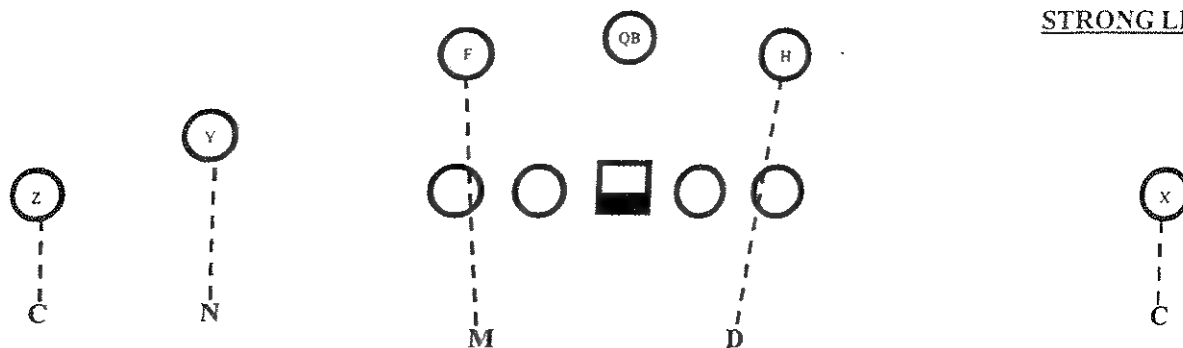
STRONG LEFT



STRONG LEFT



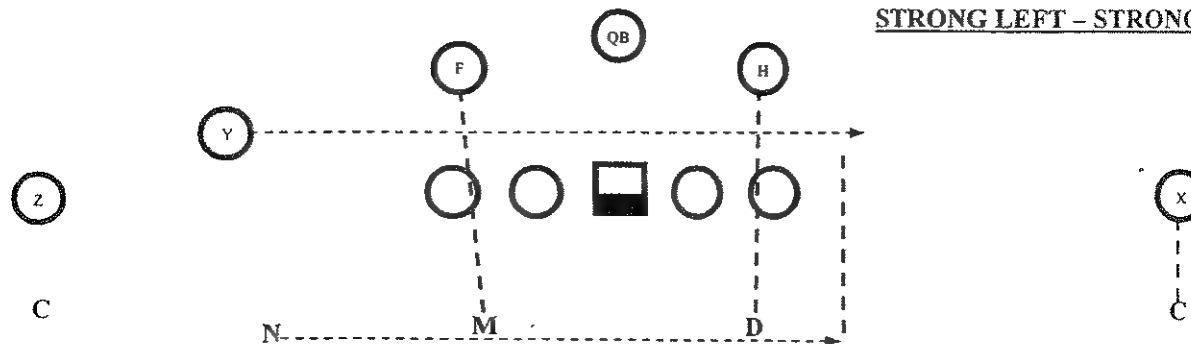
STRONG LEFT



SS
↓
1/2

FS
↓
1/2

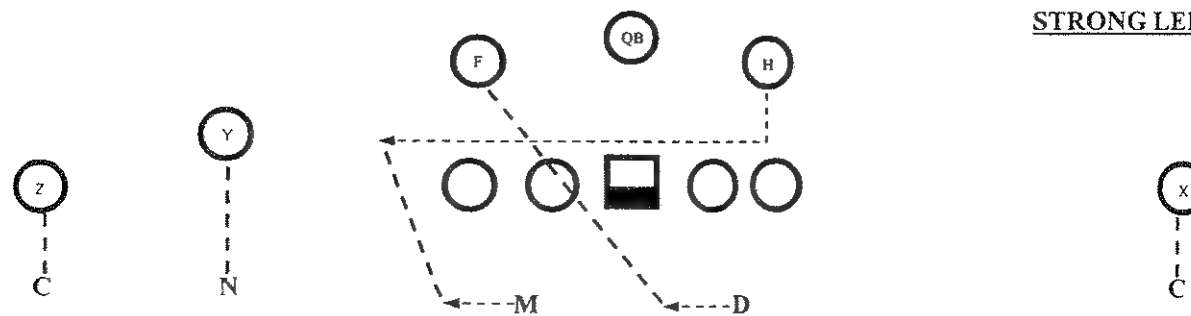
STRONG LEFT - STRONG RIGHT



SS
↓
1/2

FS
↓
1/2

STRONG LEFT



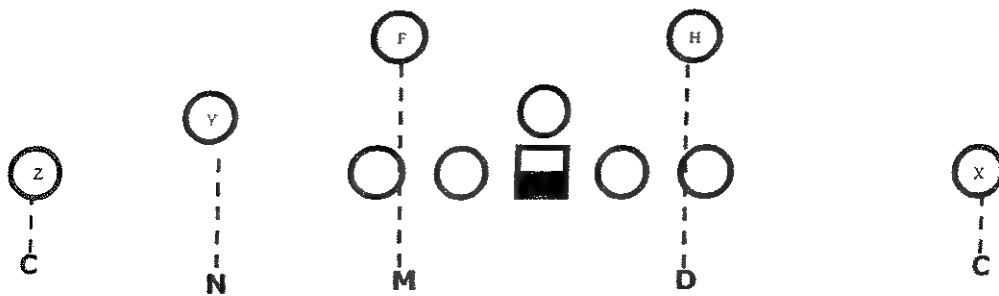
BASS/IOWA

$$\begin{array}{c} \text{SS} \\ \downarrow \\ 1/2 \end{array}$$

FS
↓
1/2

DIME 5

PRIMARILY
A RED ZONE CALL



POSSIBLE FLATBACK

SS
ALLEY

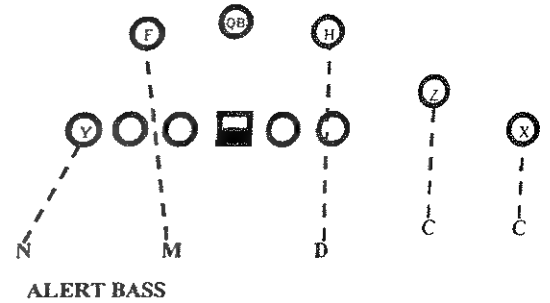
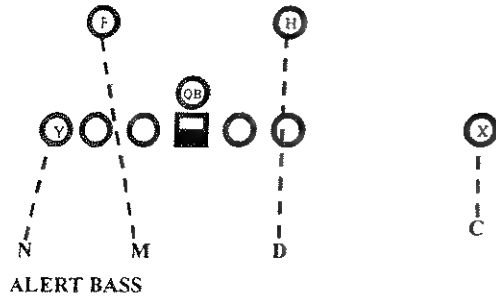
FS
ALLEY

POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE BE ALERT FOR CALLS
MIKE	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE BE ALERT FOR CALLS
NICKEL	HEAD UP ALIGNMENT MAY VARY	MAN TO MAN INSIDE TECHNIQUE BE ALERT FOR CALLS
LEFT CORNER	HEAD UP BUMP	OUTSIDE MAN TO MAN ON #1 BE ALERT FOR CALLS
RIGHT CORNER	HEAD UP BUMP	OUTSIDE MAN TO MAN ON #1 BE ALERT FOR CALLS
STRONG SAFETY	8 - 10 YDS DEEP OUTSIDE SHADE OF (OT)	ALLEY - HELP DEEP ALERT FOR CALLS
FREE SAFETY	8 - 10 YDS DEEP OUTSIDE SHADE OF (OT)	ALLEY - HELP DEEP ALERT FOR CALLS

21 PERSONNEL DIME FORMATION CATEGORIES

PRO

SLOT



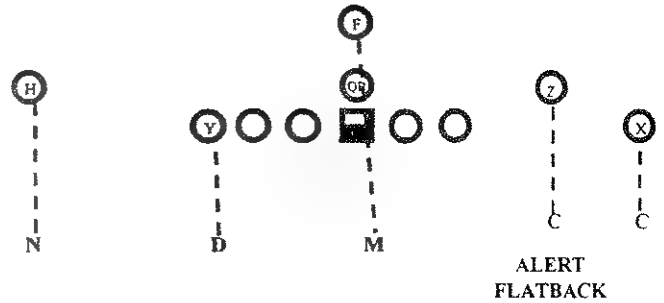
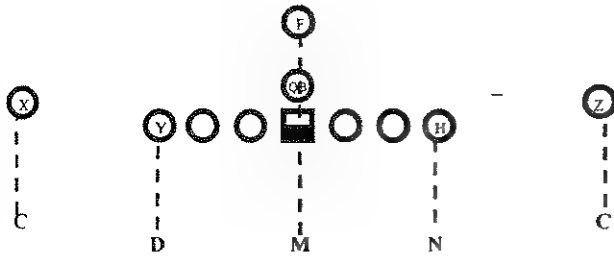
A

B

12 PERSONNEL

WHITE ON LEFT (ACE)

BLACK OUT LEFT SLOT

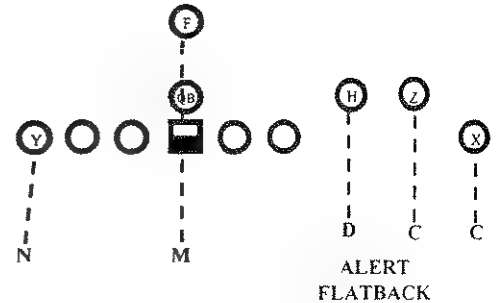
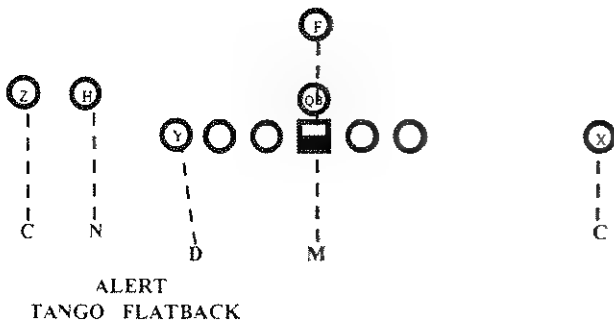


C

D

BLACK LEFT

WHITE LEFT SLOT



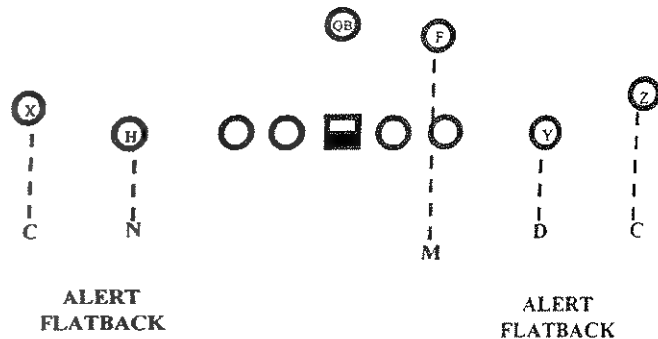
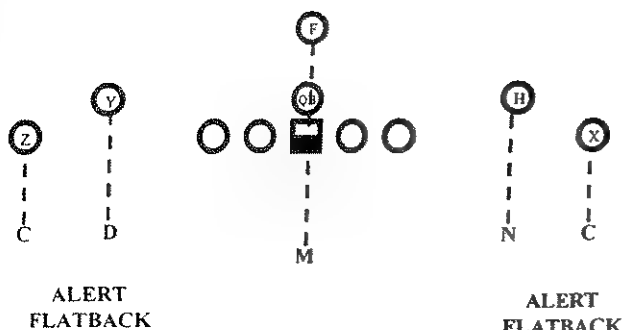
E

F

10 PERSONNEL DIME FORMATION

STRONG LEFT

STRONG RIGHT

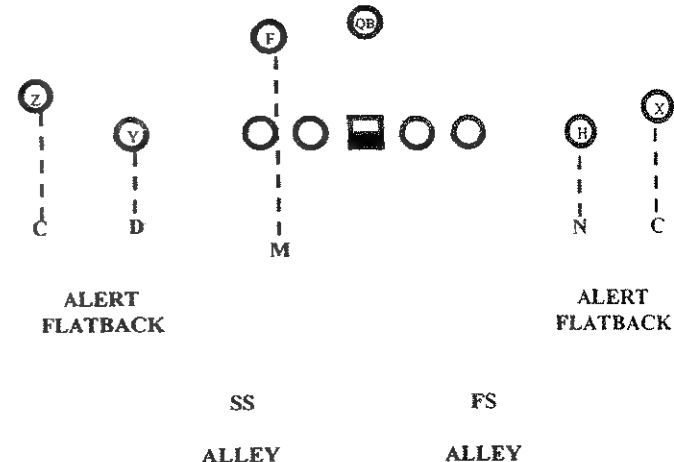
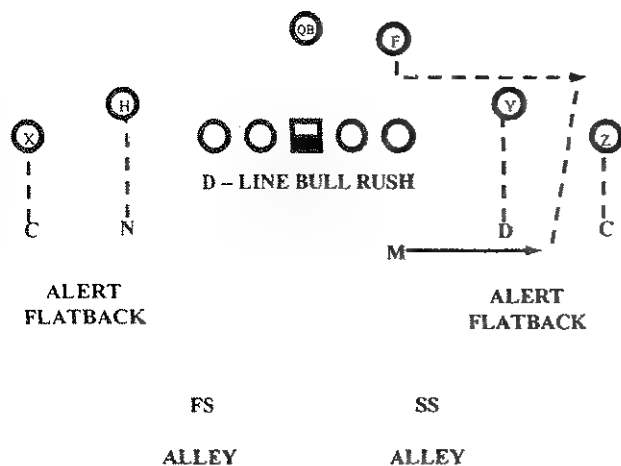


A

B

STRONG RIGHT

STRONG LEFT



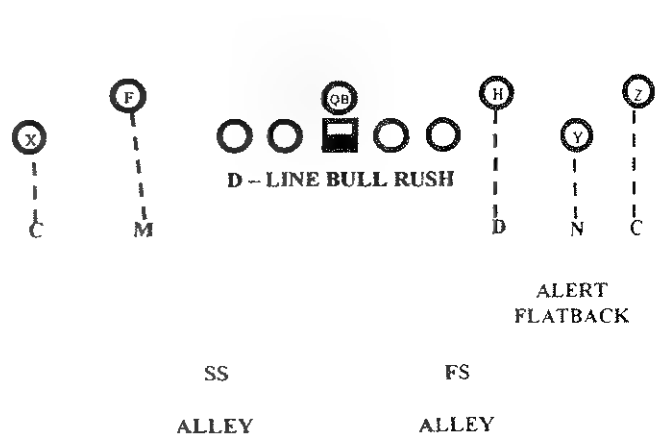
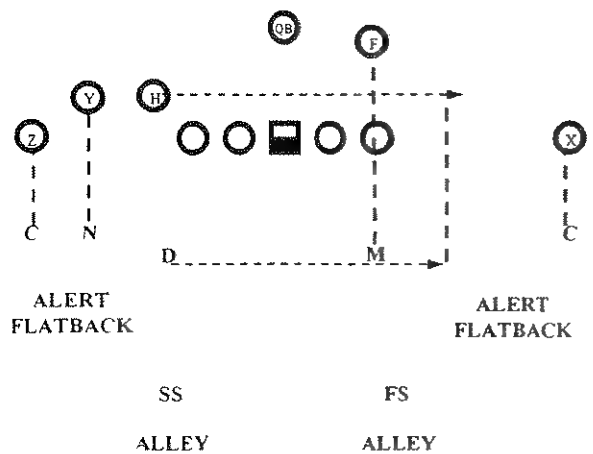
C

D

STRONG LEFT

STRONG RIGHT

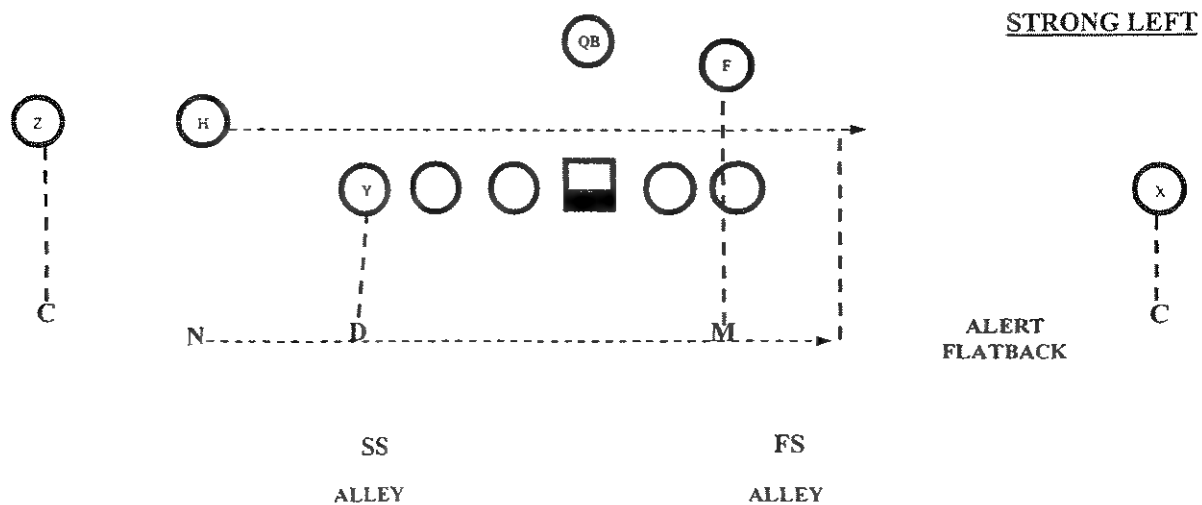
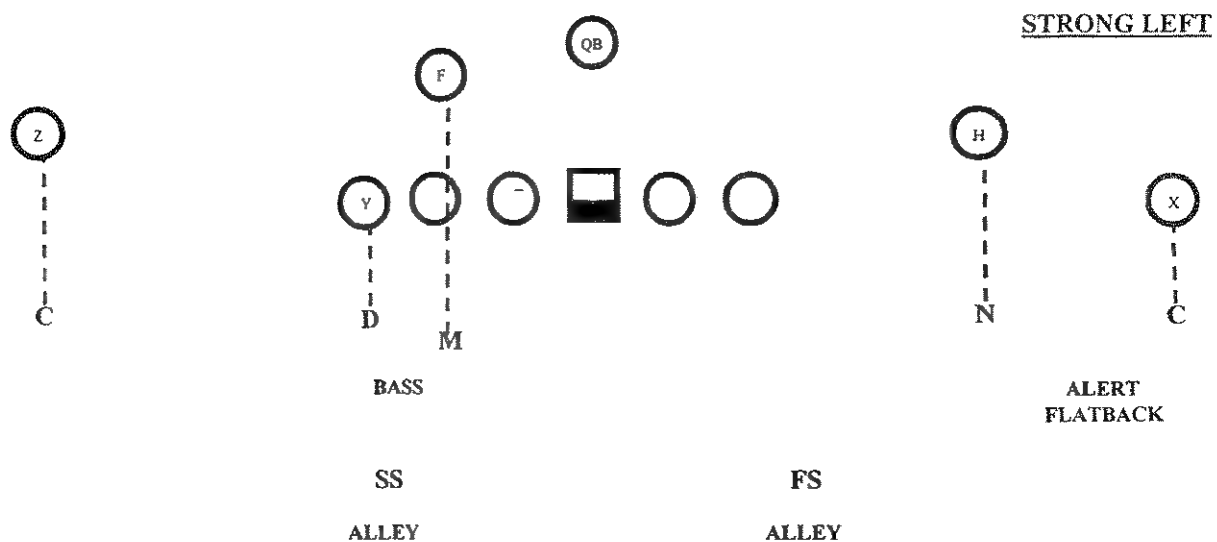
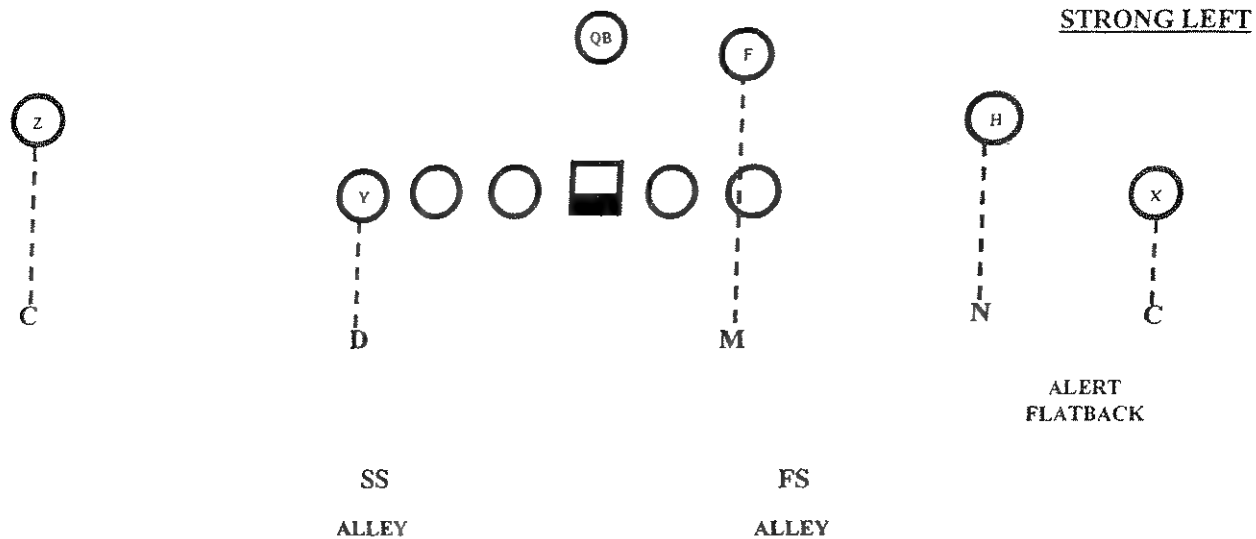
SPREAD



E

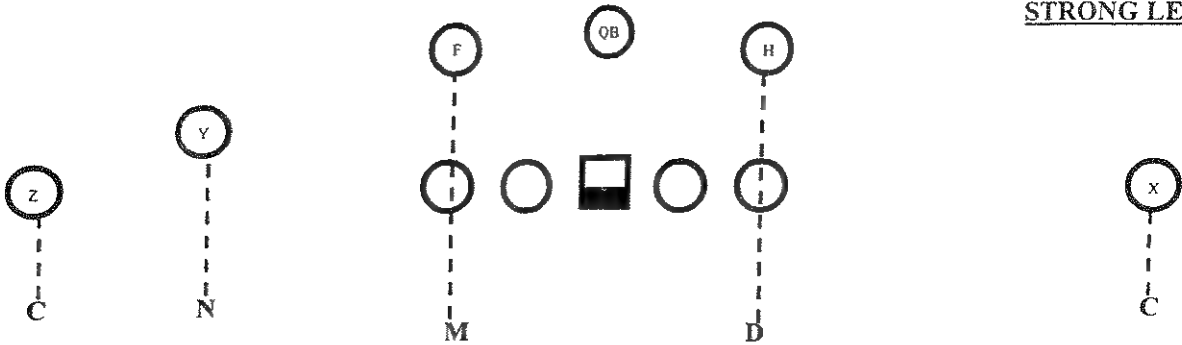
F

11 PERSONNEL DIME FORMATION



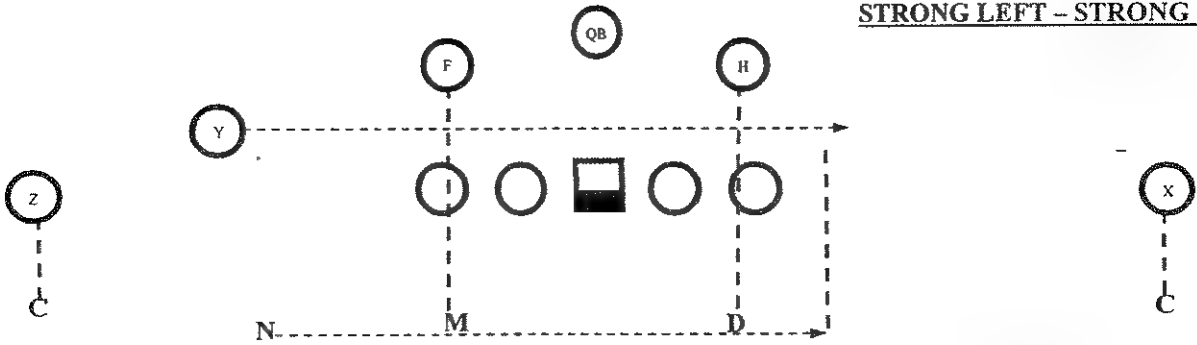
20 PERSONNEL
DIME FORMATION

STRONG LEFT



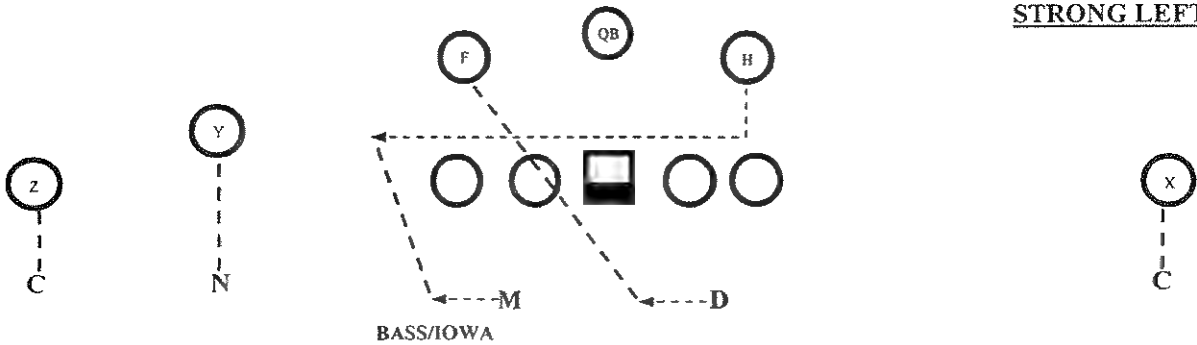
SS ALLEY FS ALLEY

STRONG LEFT - STRONG RIGHT



SS ALLEY FS ALLEY

STRONG LEFT

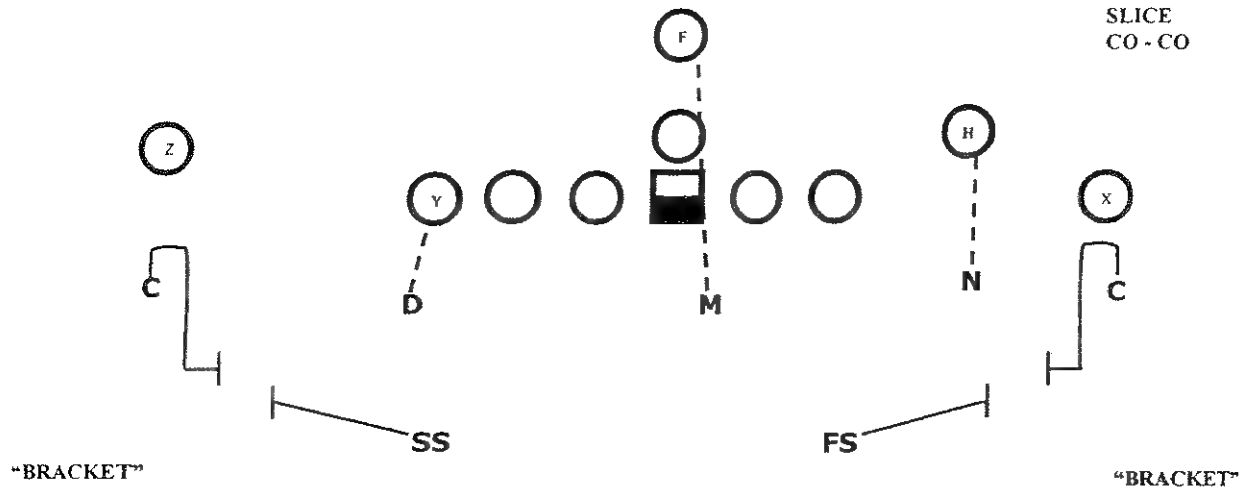


BASS/IOWA SS ALLEY FS ALLEY

DIME COMBO "COWBOY"

EX. DOUBLE #1

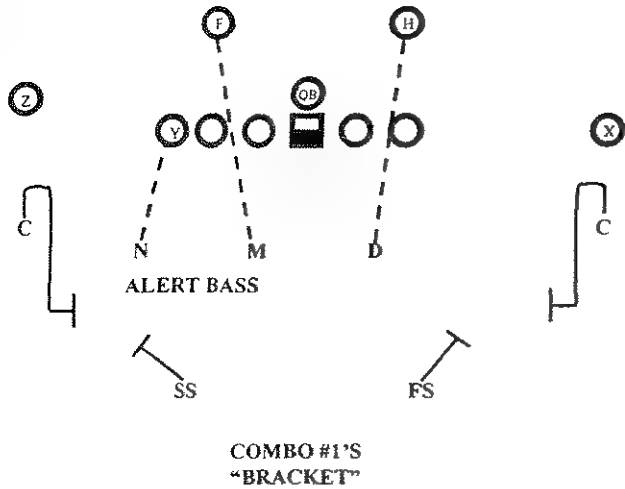
BRACKET
FIST
SLICE
CO - CO



POSITION	ALIGNMENT	RESPONSIBILITY
DIME	HEAD UP ALIGNMENT MAY VARY	MAN TO MAN INSIDE TECHNIQUE
MIKE	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE
NICKEL	HEAD UP ALIGNMENT MAY VARY	MAN TO MAN INSIDE TECHNIQUE
LEFT CORNER	HEAD UP BUMP	DOUBLE #1 - FORCE INSIDE RELEASE MAN TO MAN WITH OUTSIDE TECHNIQUE
RIGHT CORNER	HEAD UP BUMP	DOUBLE #1 - FORCE INSIDE RELEASE MAN TO MAN WITH OUTSIDE TECHNIQUE
STRONG SAFETY	10 - 12 YDS DEEP YDS DEEP OUTSIDE SHADE OF (TE)	DOUBLE #1 MAN TO MAN WITH INSIDE TECHNIQUE
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	DOUBLE #1 MAN TO MAN WITH INSIDE TECHNIQUE

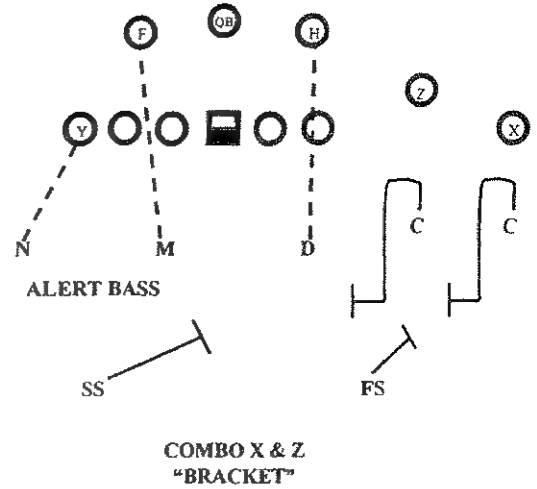
21 PERSONNEL DIME FORMATION CATEGORIES

PRO



A

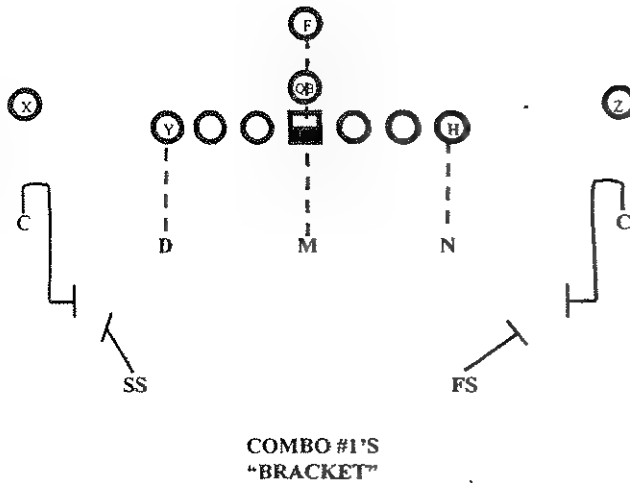
SLOT



B

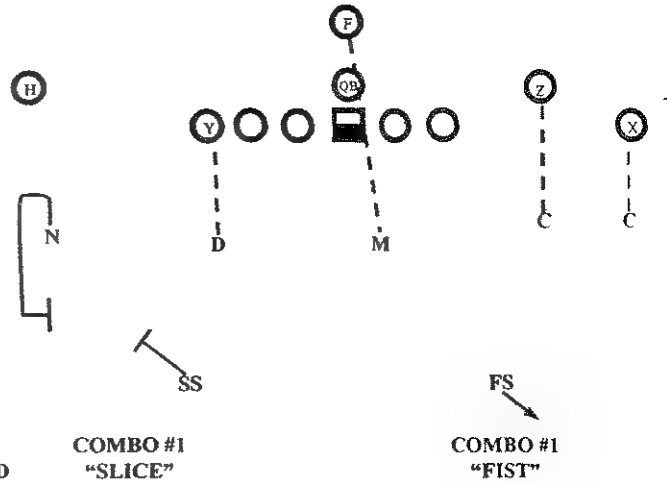
12 PERSONNEL

WHITE ON LEFT (ACE)



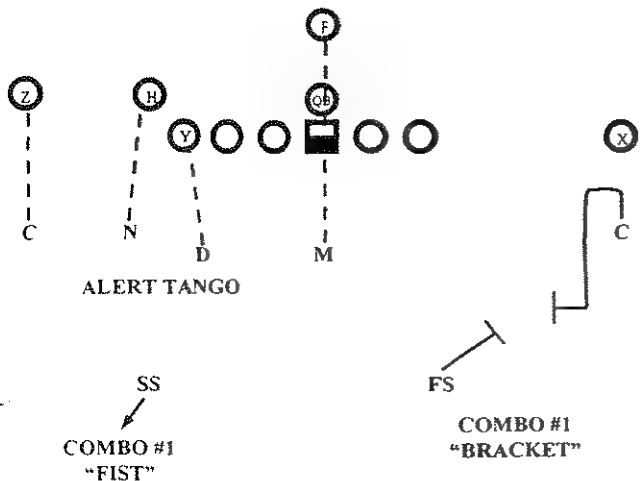
C

BLACK OUT LEFT SLOT



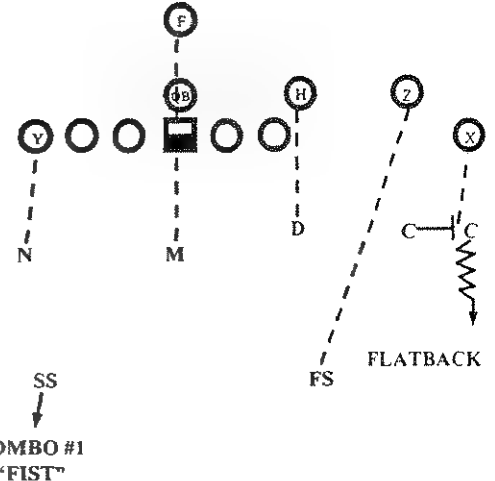
D

BLACK LEFT



E

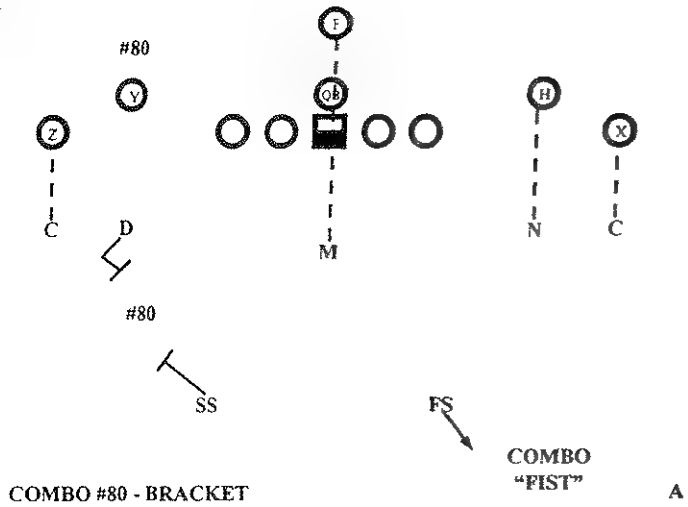
WHITE LEFT SLOT



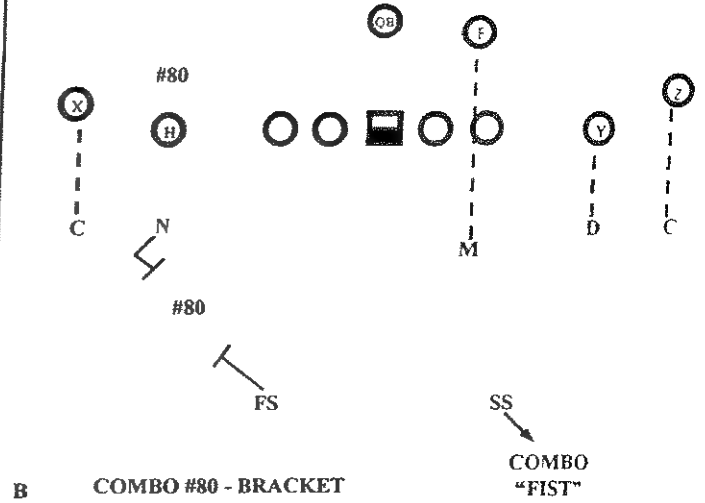
F

10 PERSONNEL DIME FORMATION

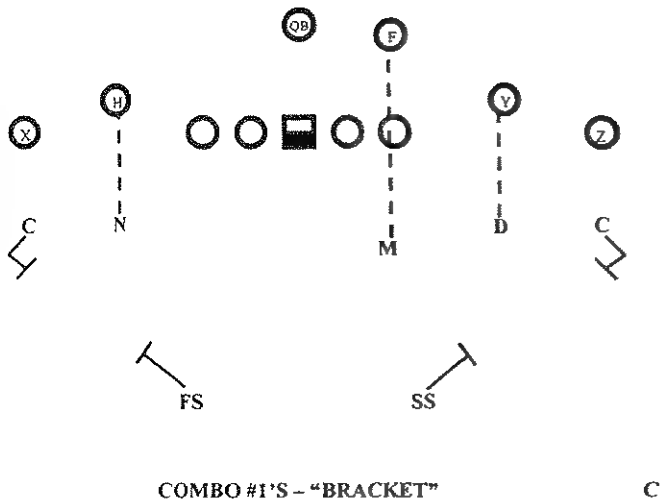
STRONG LEFT



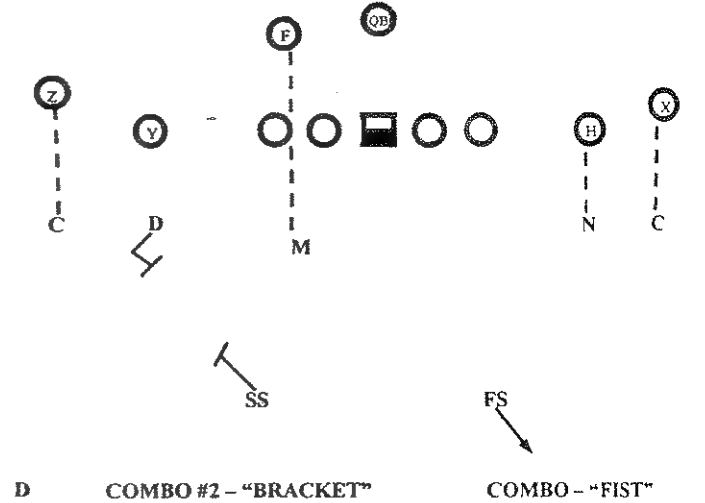
STRONG RIGHT



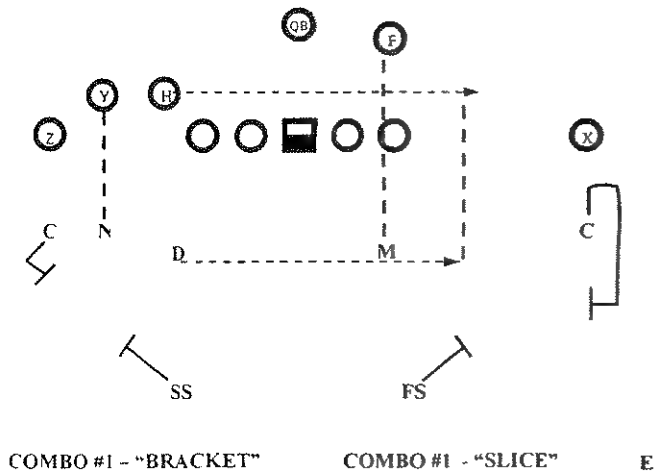
STRONG RIGHT



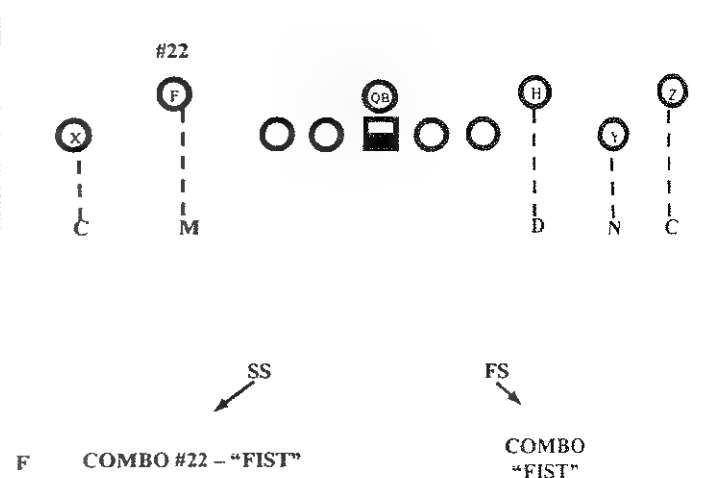
STRONG LEFT



STRONG LEFT

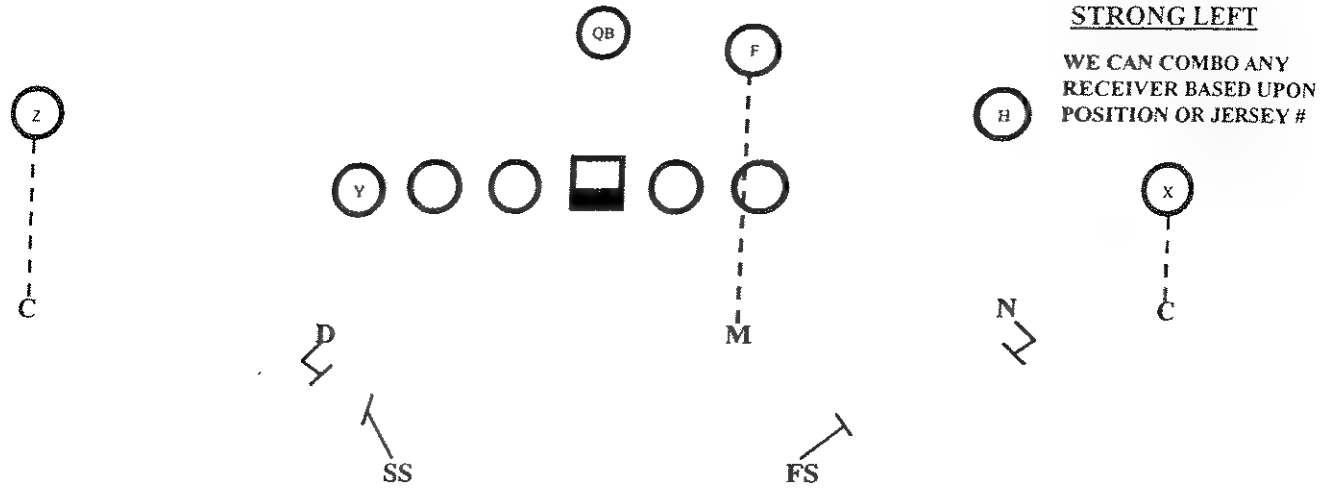


STRONG RIGHT

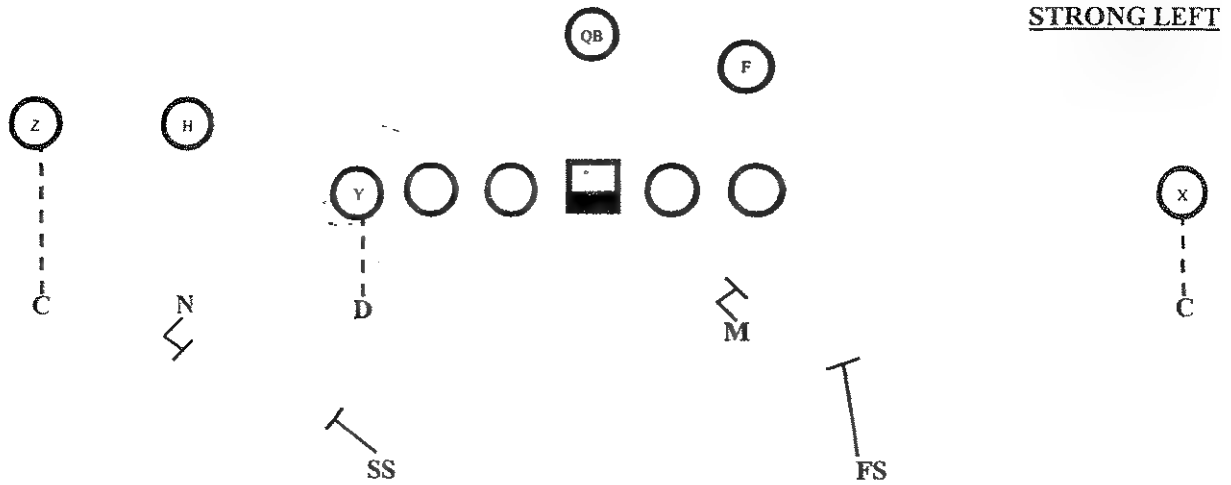


SPREAD

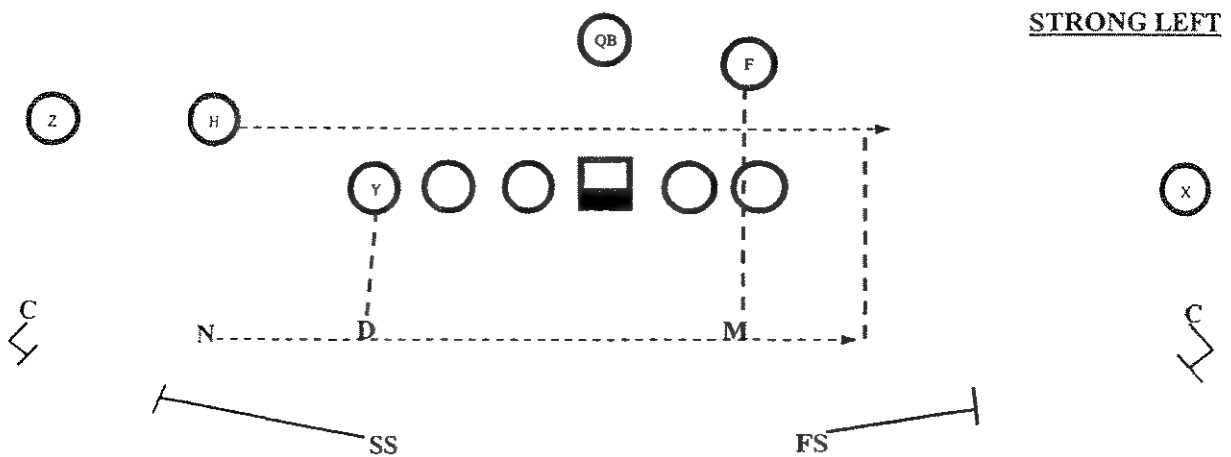
11 PERSONNEL DIME FORMATION



COMBO #2'S - "BRACKET"



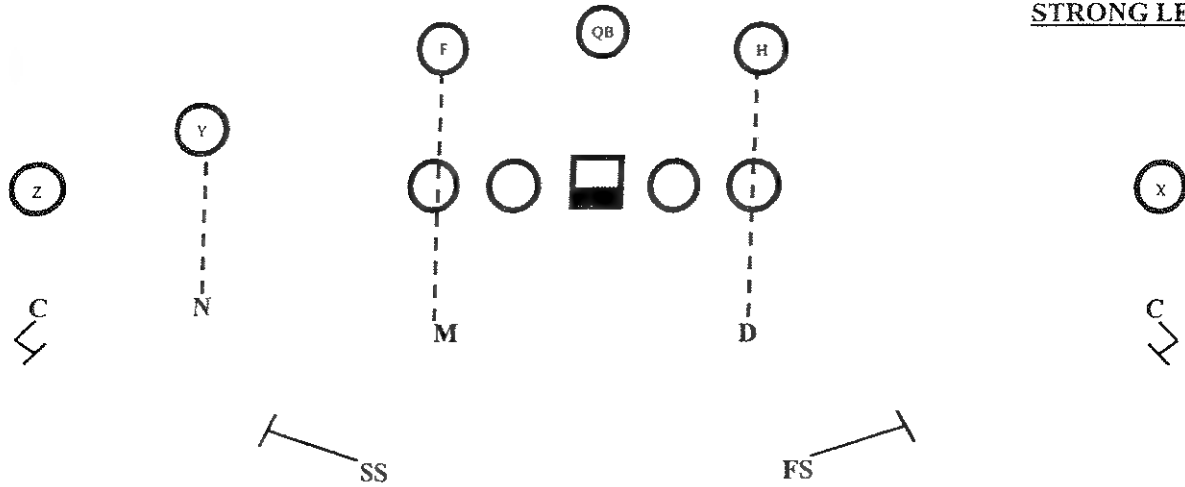
COMBO #2'S - "BRACKET"



COMBO #1'S - "BRACKET"

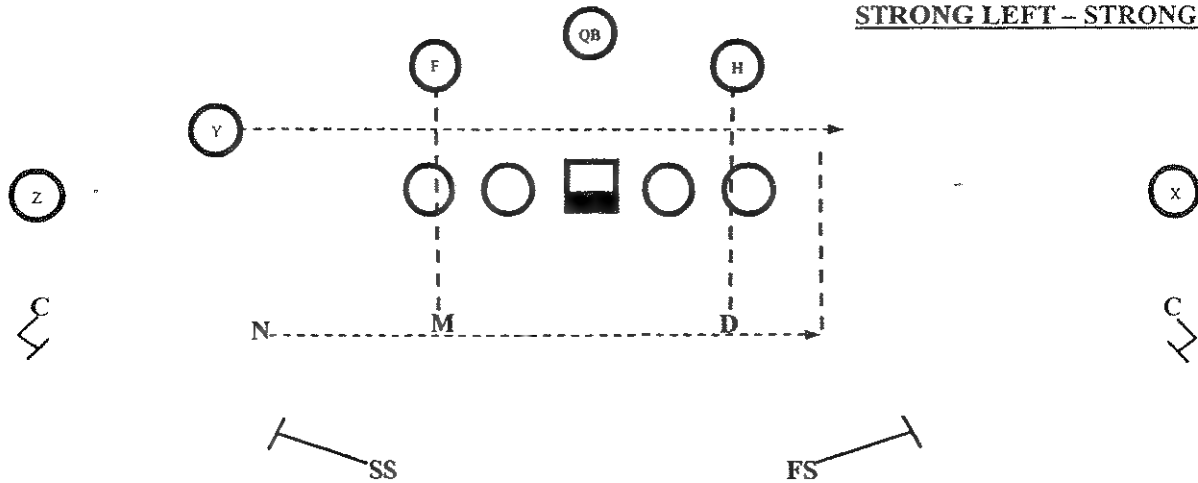
20 PERSONNEL DIME FORMATION

STRONG LEFT



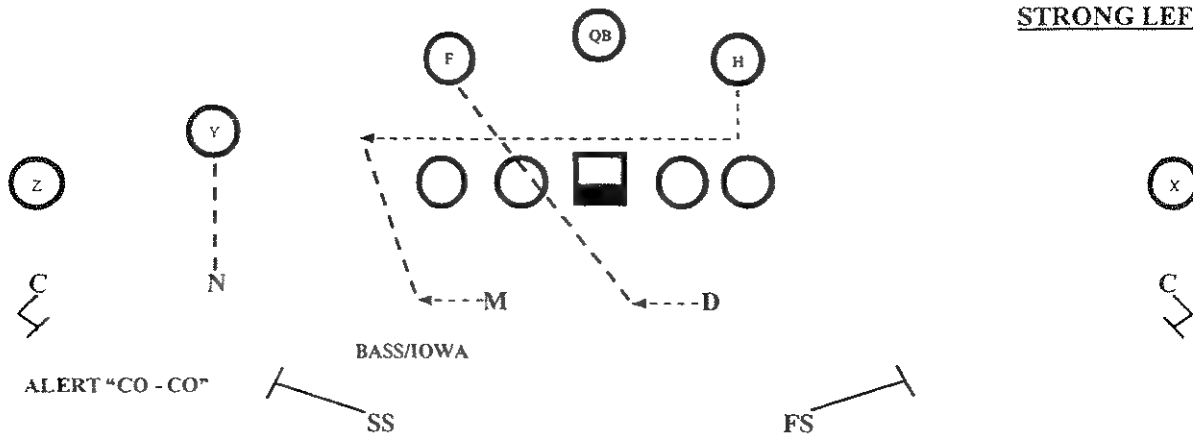
COMBO #1'S - "BRACKET"

STRONG LEFT - STRONG RIGHT



COMBO #1'S - "BRACKET"

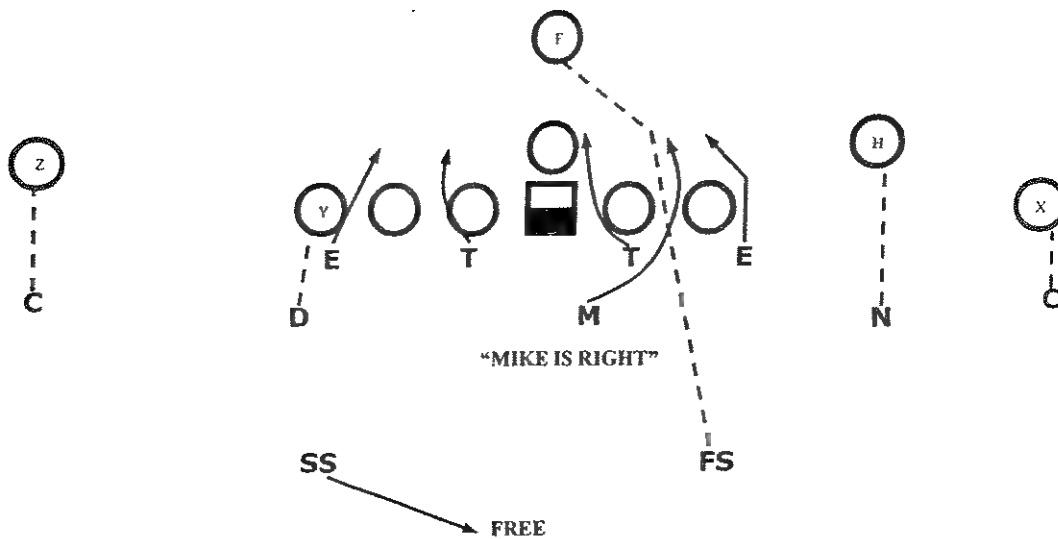
STRONG LEFT



COMBO #1'S - "BRACKET"

“MIKE”

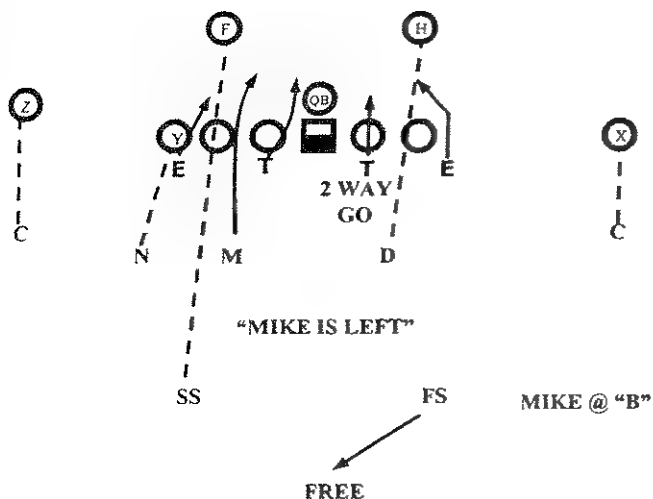
EX. MIKE AT "B"



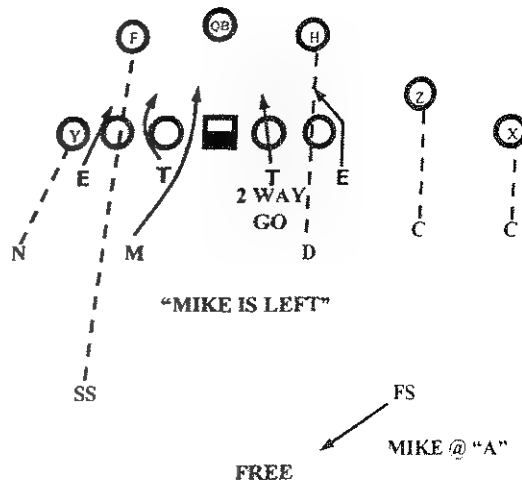
POSITION	ALIGNMENT	RESPONSIBILITY
DIME	HEAD UP BUMP ALIGNMENT MAY VARY	MAN TO MAN OUTSIDE TECHNIQUE (HAVE DEEP POST HELP)
MIKE	ALIGNMENT TO SHOW NORMAL COVERAGE	RUSH ACCORDING TO GAMEPLAN
NICKEL	HEAD UP BUMP ALIGNMENT MAY VARY	MAN TO MAN OUTSIDE TECHNIQUE (HAVE DEEP POST HELP)
LEFT CORNER	HEAD UP BUMP	MAN TO MAN OUTSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN OUTSIDE TECHNIQUE (HAVE DEEP POST HELP)
STRONG SAFETY	8 - 10 YDS DEEP OUTSIDE SHADE OF (TE)	MAN TO MAN WHEN BACK TO YOUR SIDE NO BACK - DEEP 1/3 HELP ON DEEP POST ROUTE
FREE SAFETY	8 - 10 YDS DEEP WEAK (OT)	MAN TO MAN WHEN BACK TO YOUR SIDE NO BACK - DEEP 1/3 HELP ON DEEP POST ROUTE

21 PERSONNEL DIME FORMATION CATEGORIES

PRO

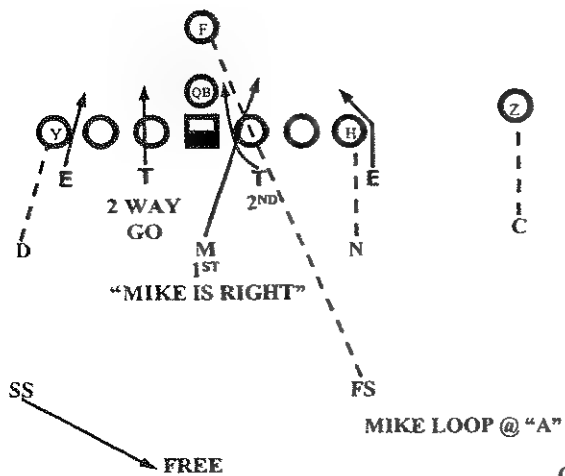


SLOT

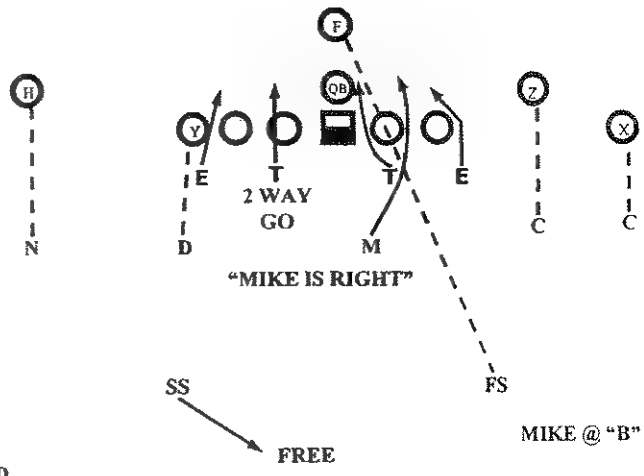


12 PERSONNEL

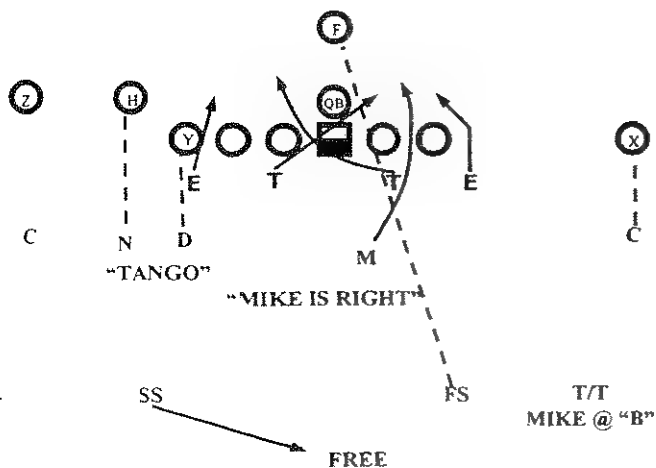
WHITE ON LEFT (ACE)



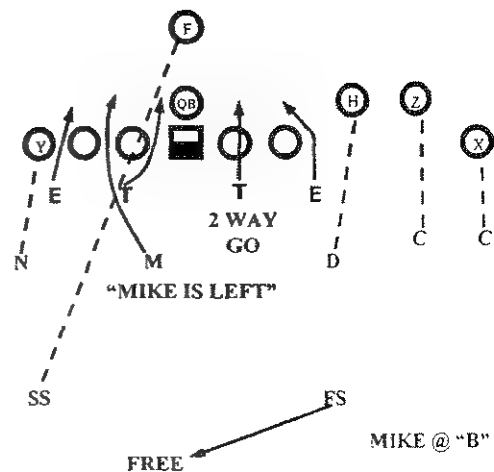
BLACK OUT LEFT SLOT



BLACK LEFT

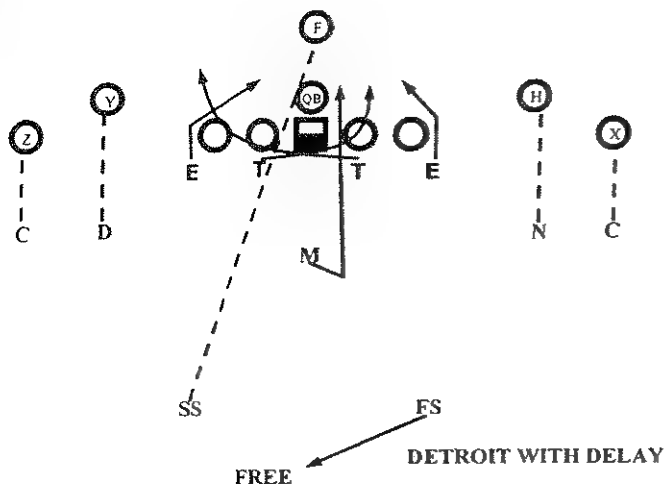


WHITE LEFT SLOT



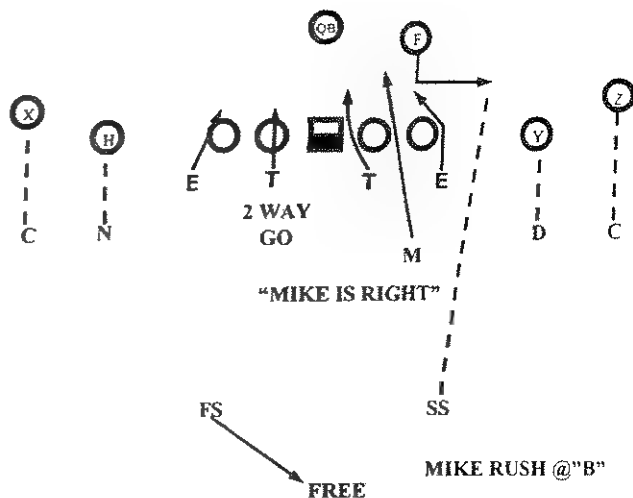
10 PERSONNEL DIME FORMATION

STRONG LEFT



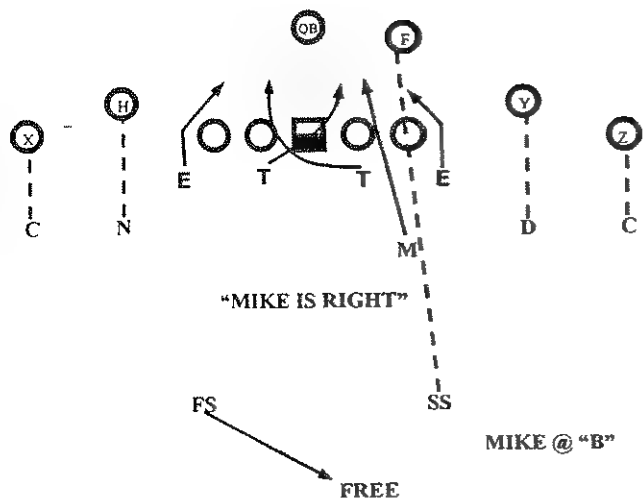
A

STRONG RIGHT



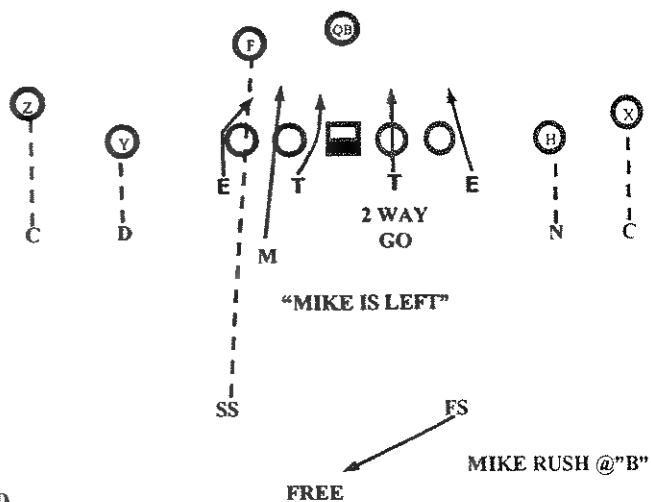
B

STRONG RIGHT



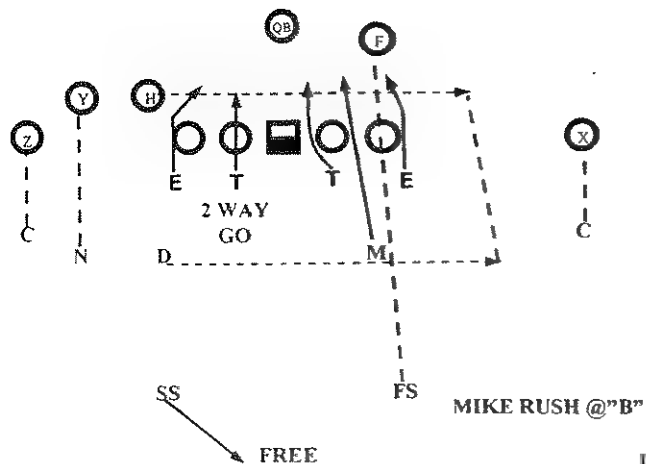
C

STRONG LEFT



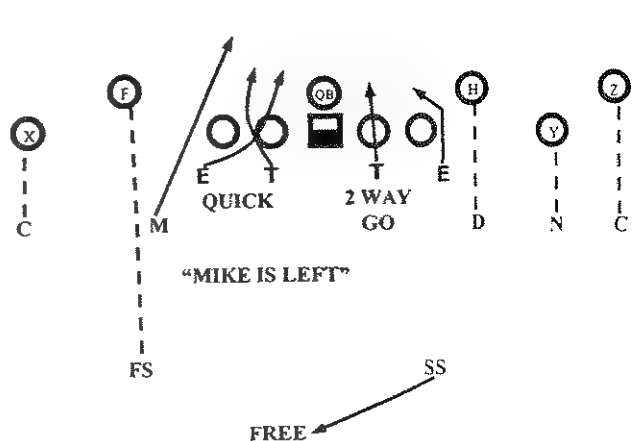
D

STRONG LEFT



E

STRONG RIGHT

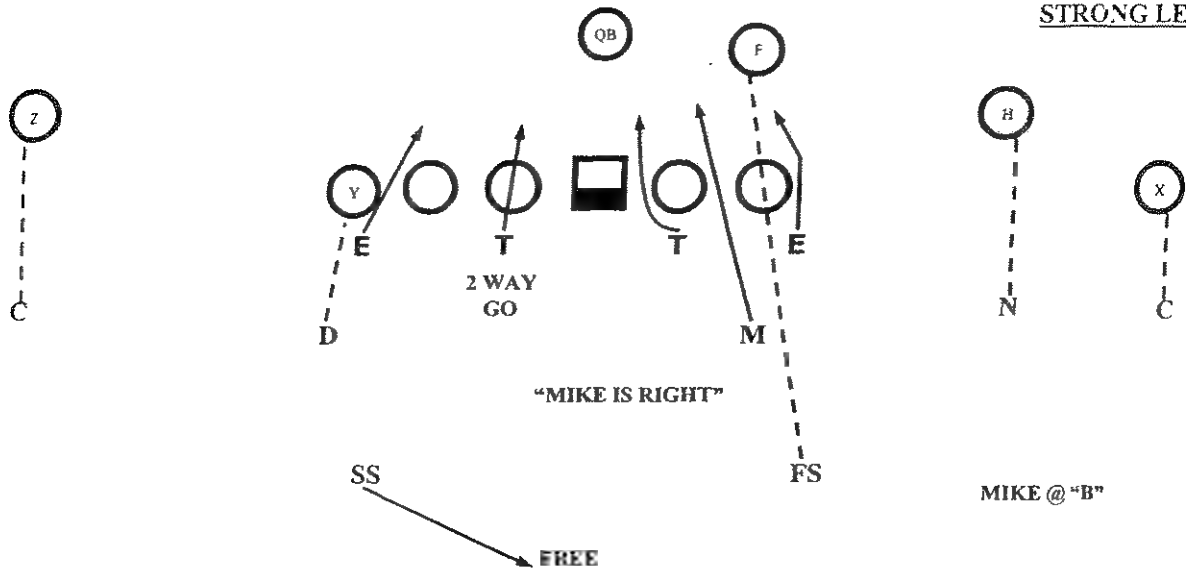


F

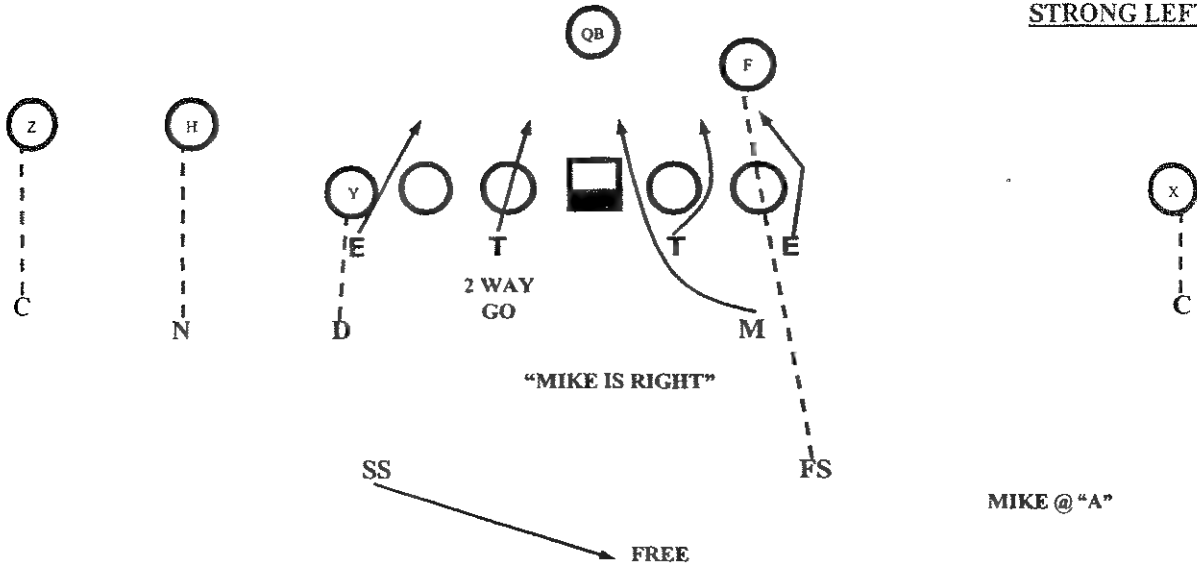
SPREAD

11 PERSONNEL DIME FORMATION

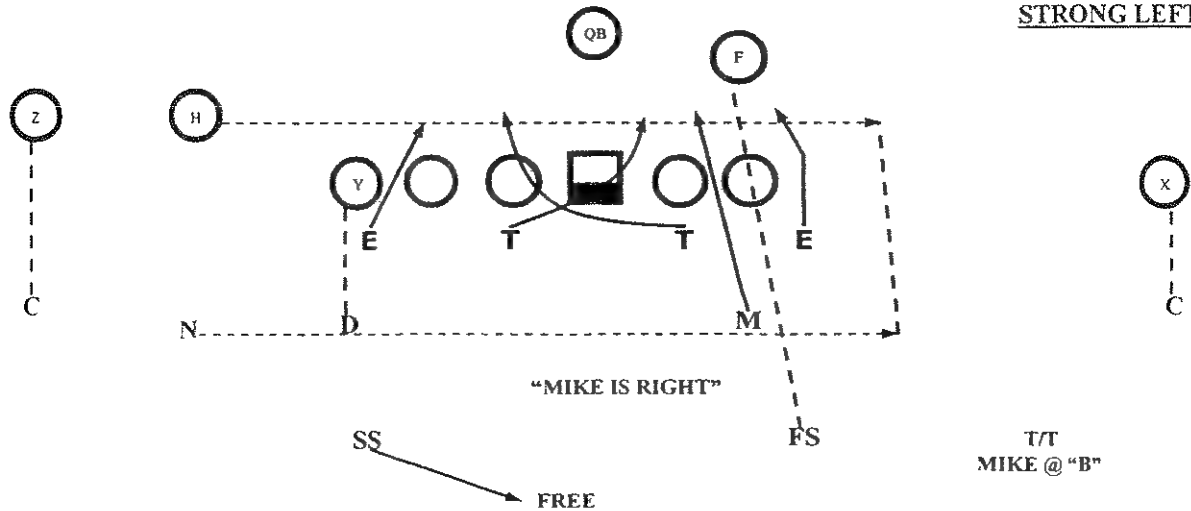
STRONG LEFT



STRONG LEFT

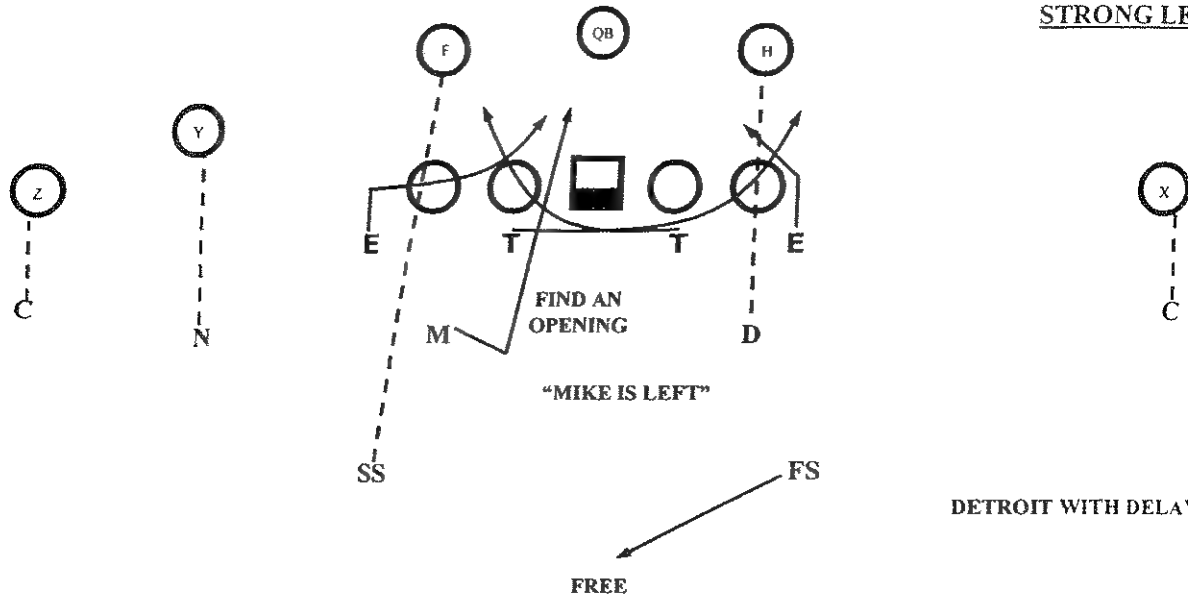


STRONG LEFT

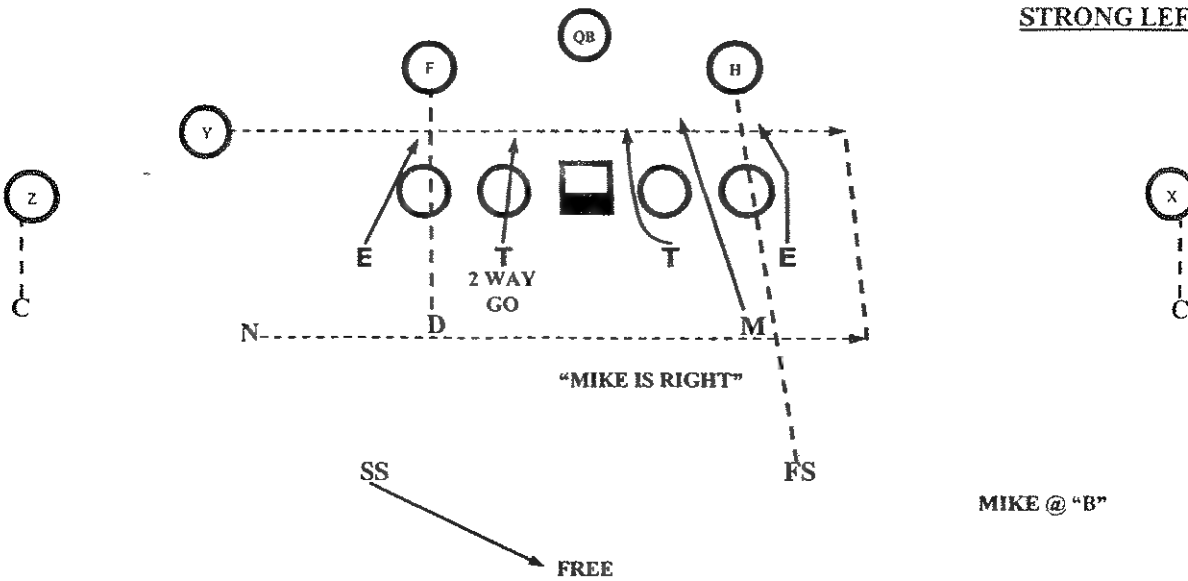


20 PERSONNEL DIME FORMATION

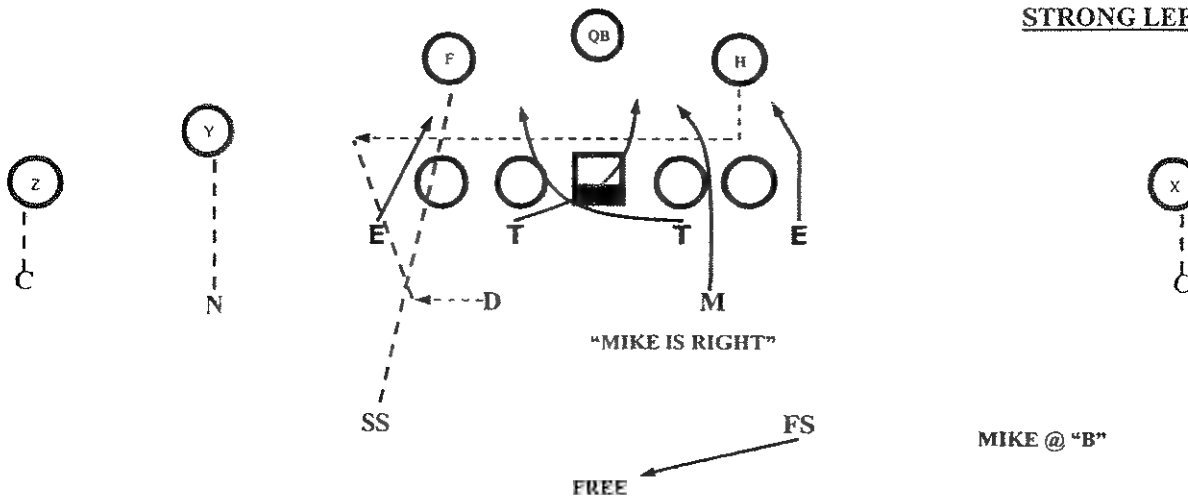
STRONG LEFT



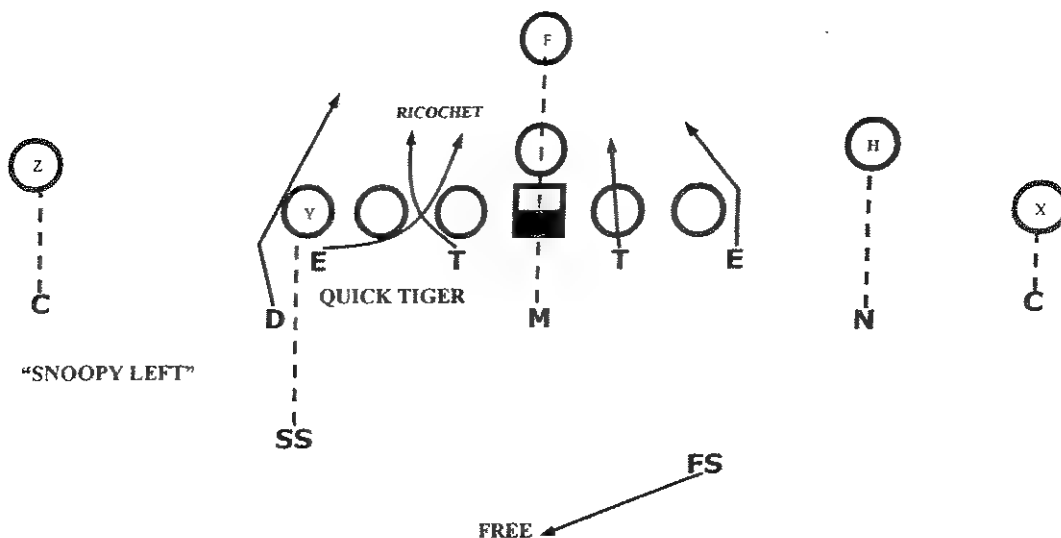
STRONG LEFT



STRONG LEFT



DIME SAM RUSH 1 DOG "SNOOPY"

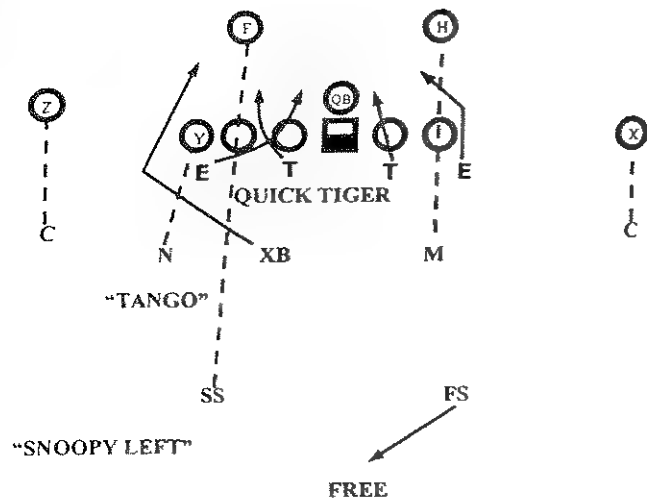


POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO COVER YOUR MAN	RUSH OUTSIDE
MIKE	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
NICKEL	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
STRONG SAFETY	8 - 10 YDS DEEP OUTSIDE SHADE OF (TE)	MAN TO MAN WHEN DIME YOUR SIDE NO DIME - DEEP 1/3 HELP ON POST ROUTES
FREE SAFETY	8 - 10 YDS DEEP OUTSIDE (OT)	MAN TO MAN WHEN DIME YOUR SIDE NO DIME - DEEP 1/3 HELP ON POST ROUTES

21 PERSONNEL DIME FORMATION CATEGORIES

PRO

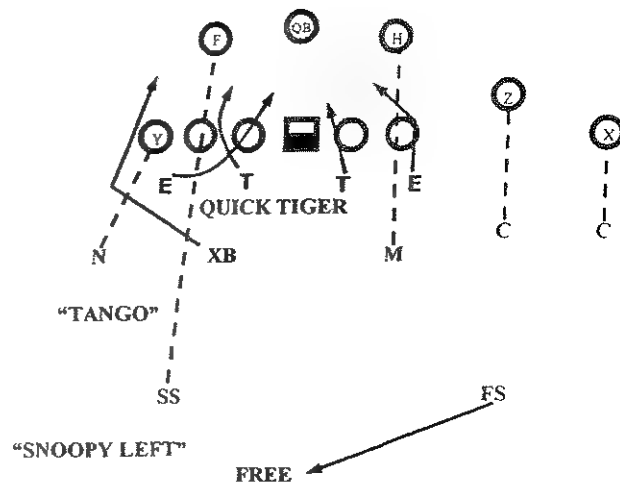
NICKEL "SNOOPY"



A

SLOT

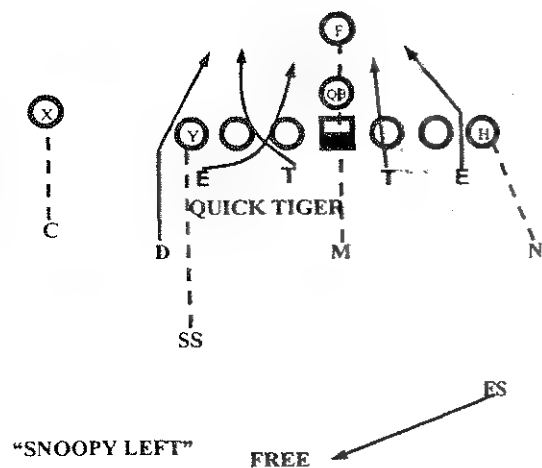
NICKEL "SNOOPY"



B

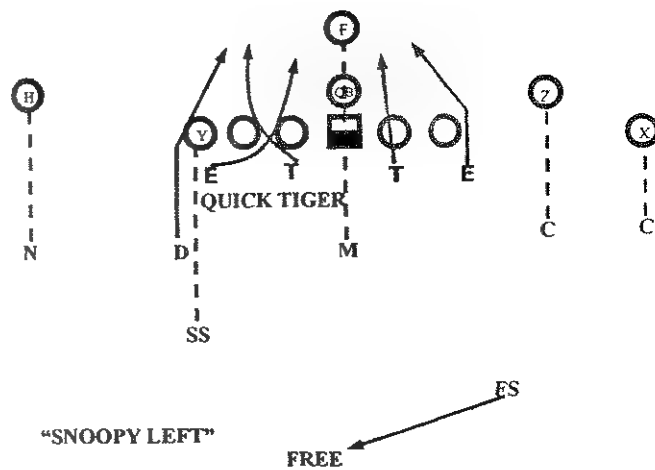
12 PERSONNEL

WHITE ON LEFT (ACE)



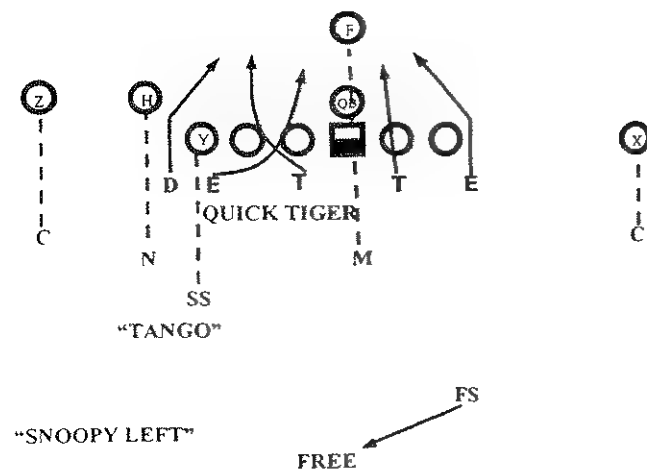
C

BLACK OUT LEFT SLOT



D

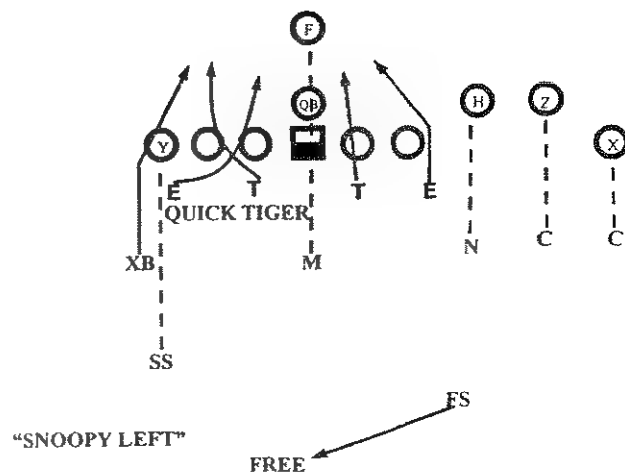
BLACK LEFT



E

WHITE LEFT SLOT

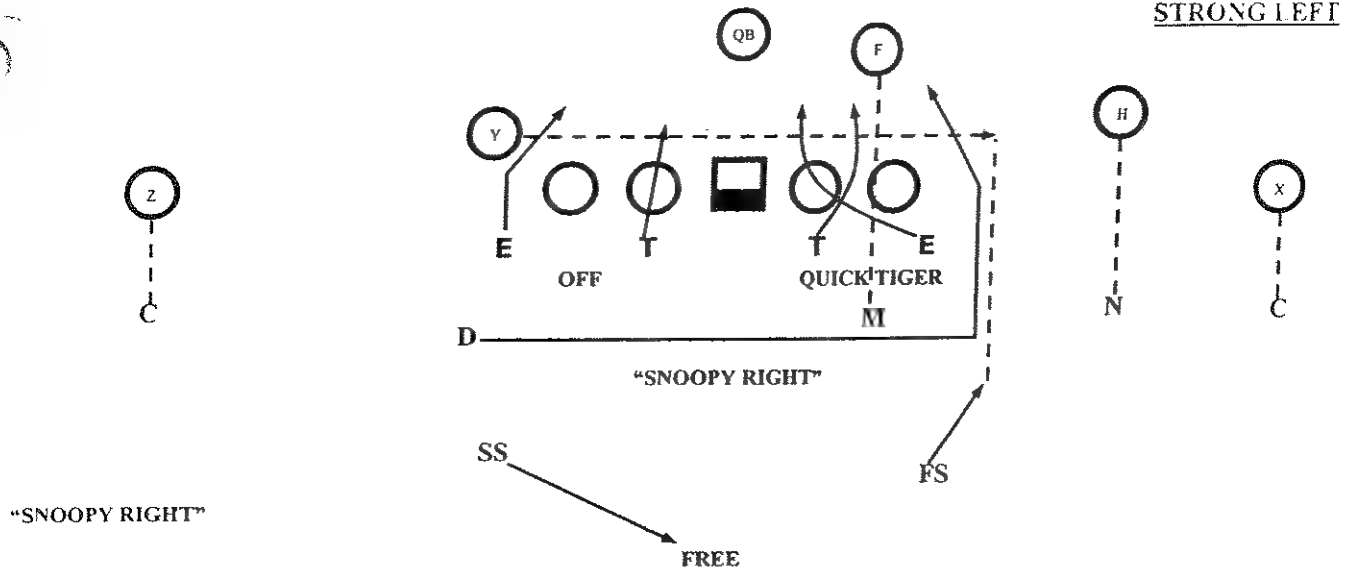
NICKEL "SNOOPY"



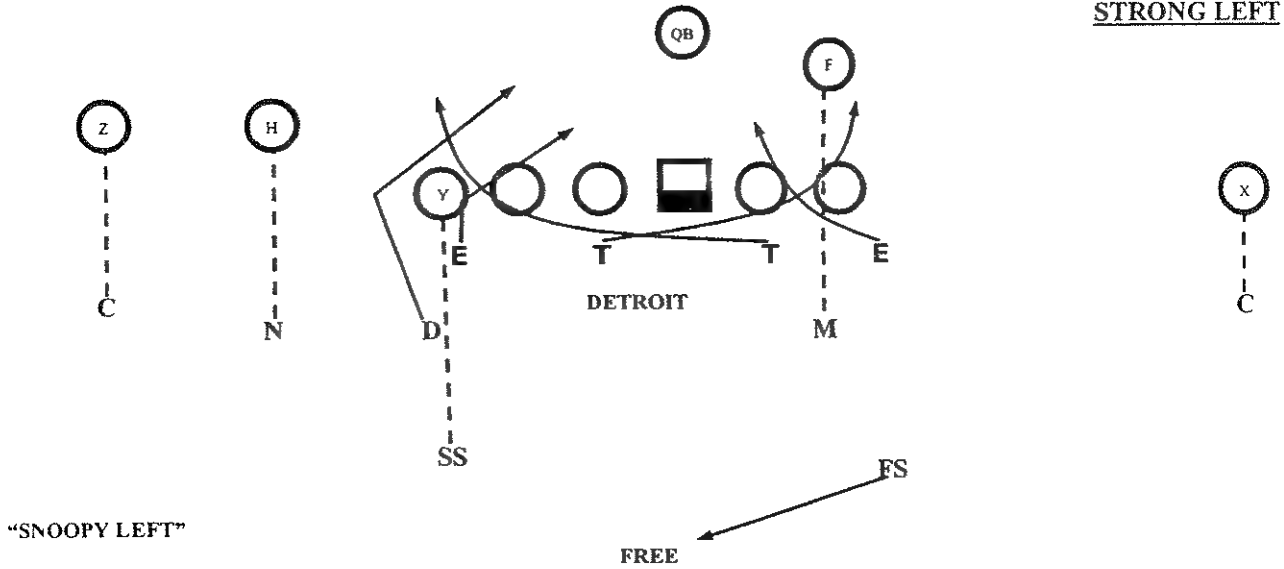
F

11 PERSONNEL DIME FORMATION

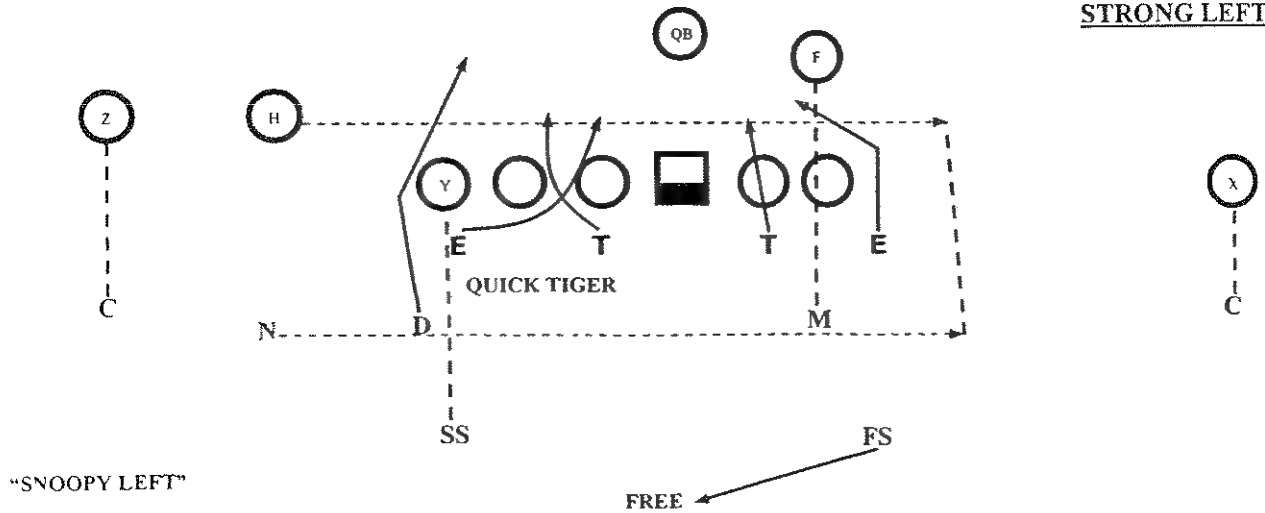
STRONG LEFT



STRONG LEFT



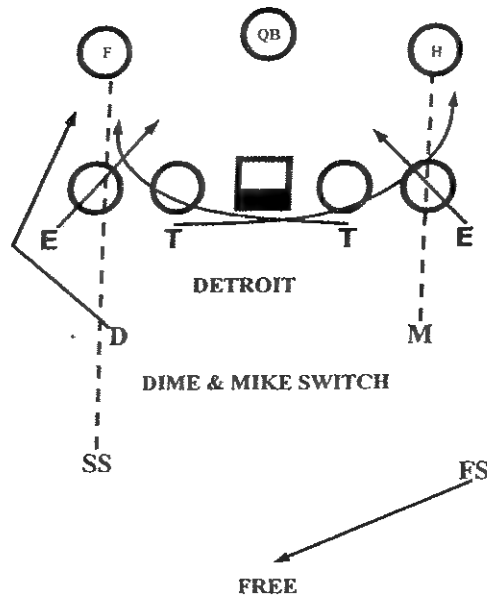
STRONG LEFT



20 PERSONNEL DIME FORMATION

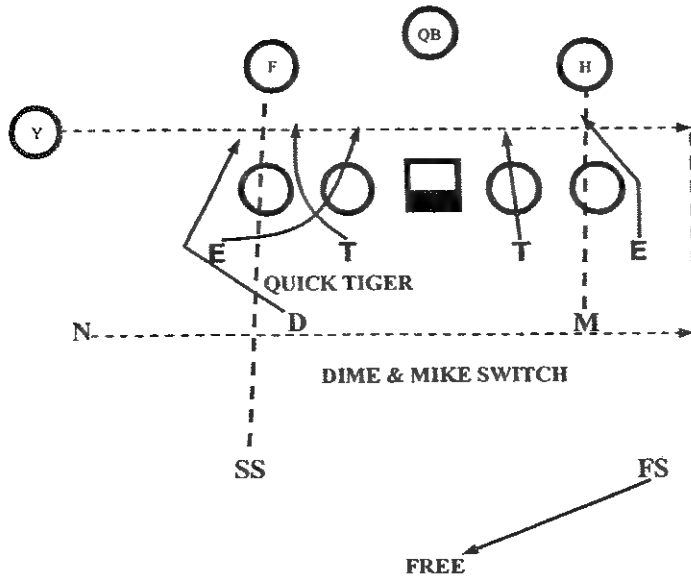
STRONG LEFT

"SNOOPY LEFT"



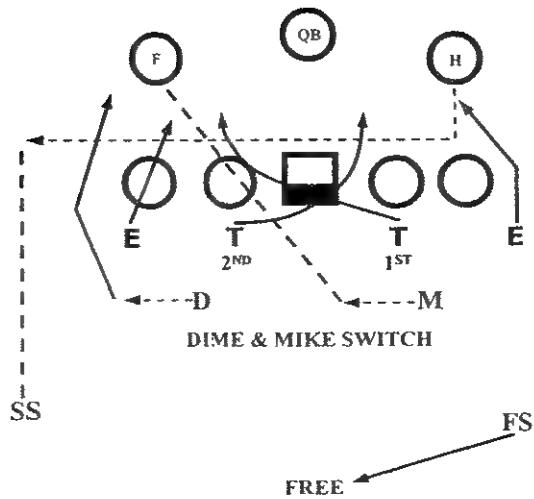
STRONG LEFT

"SNOOPY LEFT"



STRONG LEFT

"SNOOPY LEFT"

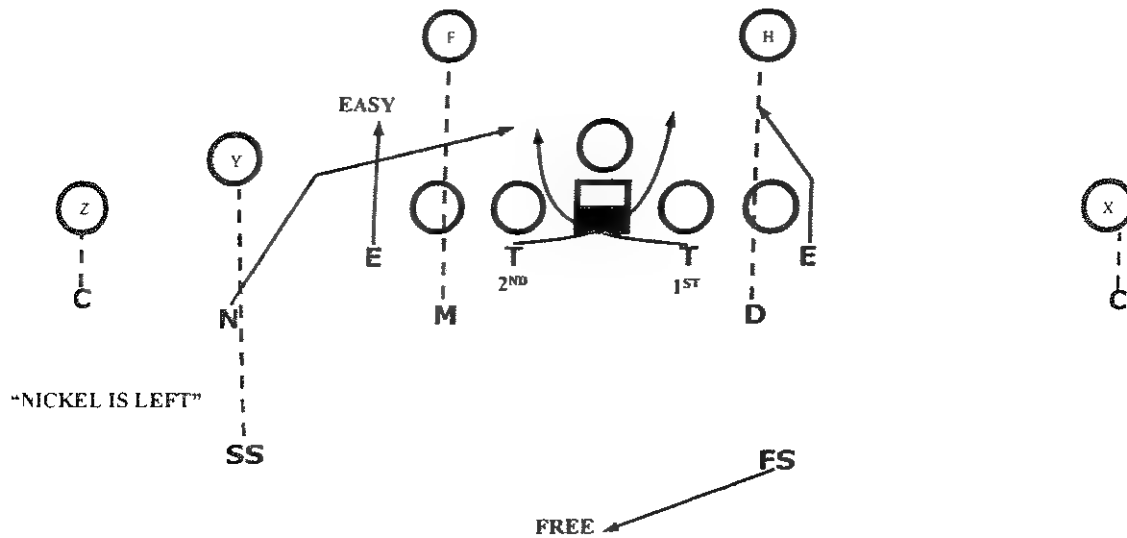


NIKE 1 DOG "NIKE"

STRONG LEFT -NICKEL LEFT

EASY

T - T

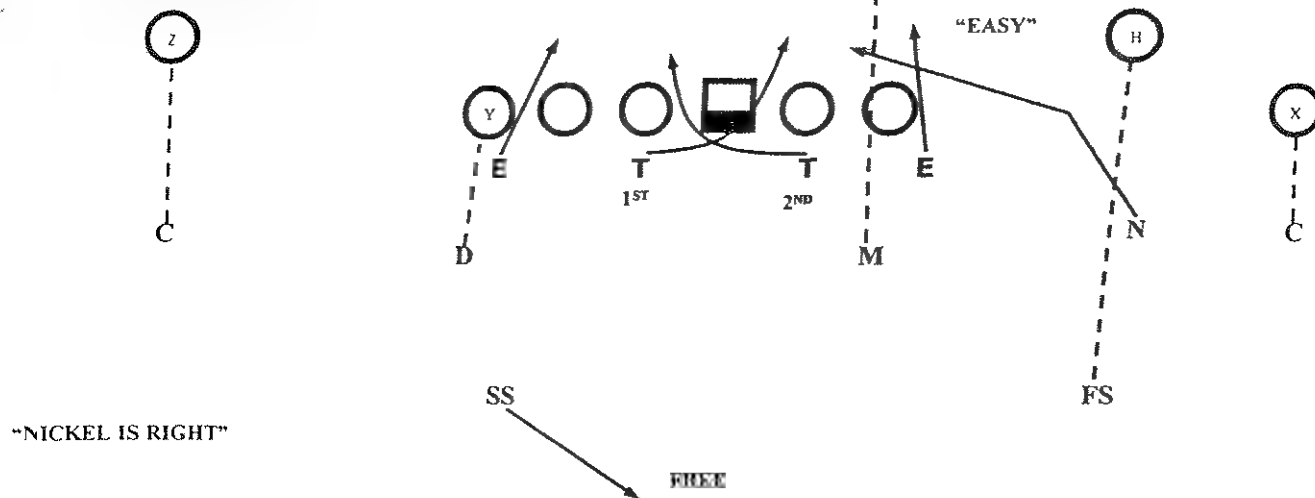


POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
MIKE	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
NICKEL	HEAD UP BUMP	RUSH (QB) UNDER THE END - "EASY" CALL
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
STRONG SAFETY	8 - 10 YDS DEEP OUTSIDE SHADE OF (TE)	MAN TO MAN WHEN NICKEL YOUR SIDE NO NICKEL - DEEP 1/3 HELP ON POST ROUTES
FREE SAFETY	8 - 10 YDS DEEP OUTSIDE (OT)	MAN TO MAN WHEN NICKEL YOUR SIDE NO NICKEL - DEEP 1/3 HELP ON POST ROUTES

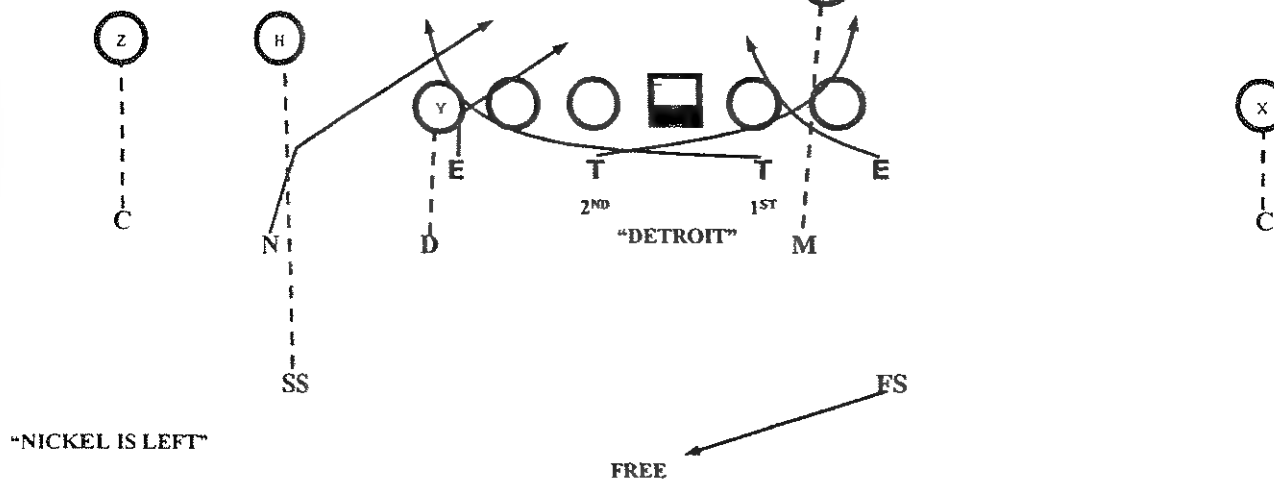
11 PERSONNEL DIME FORMATION

EASY, T - T
CAN ALSO HAVE A
DETROIT OR LEXUS STUNT

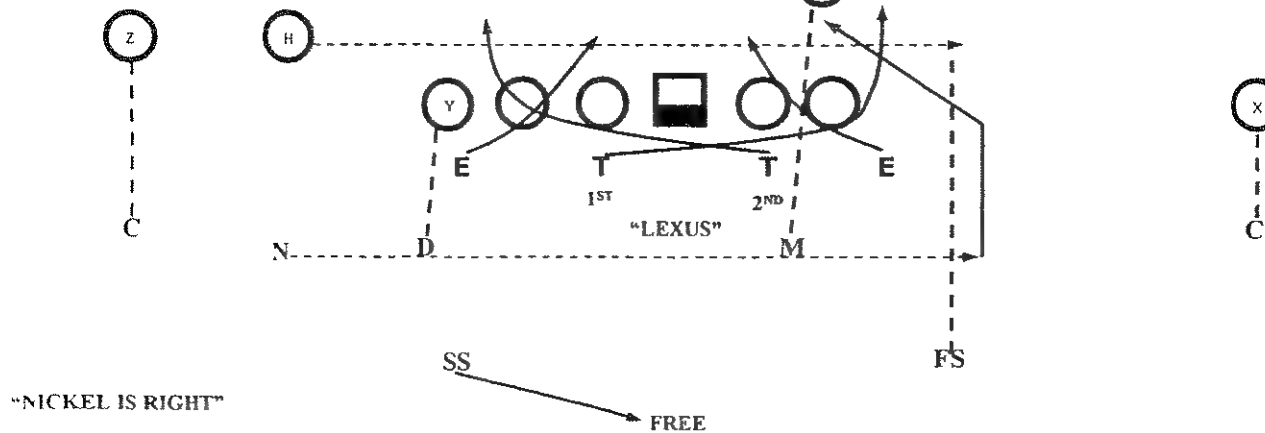
STRONG LEFT



STRONG LEFT

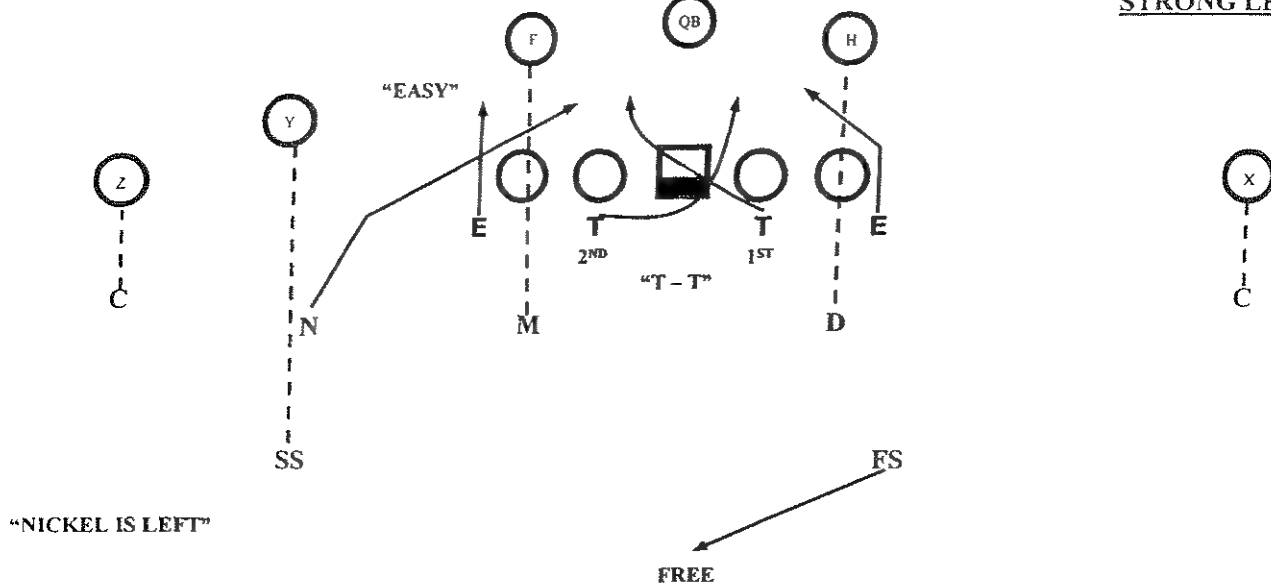


STRONG LEFT

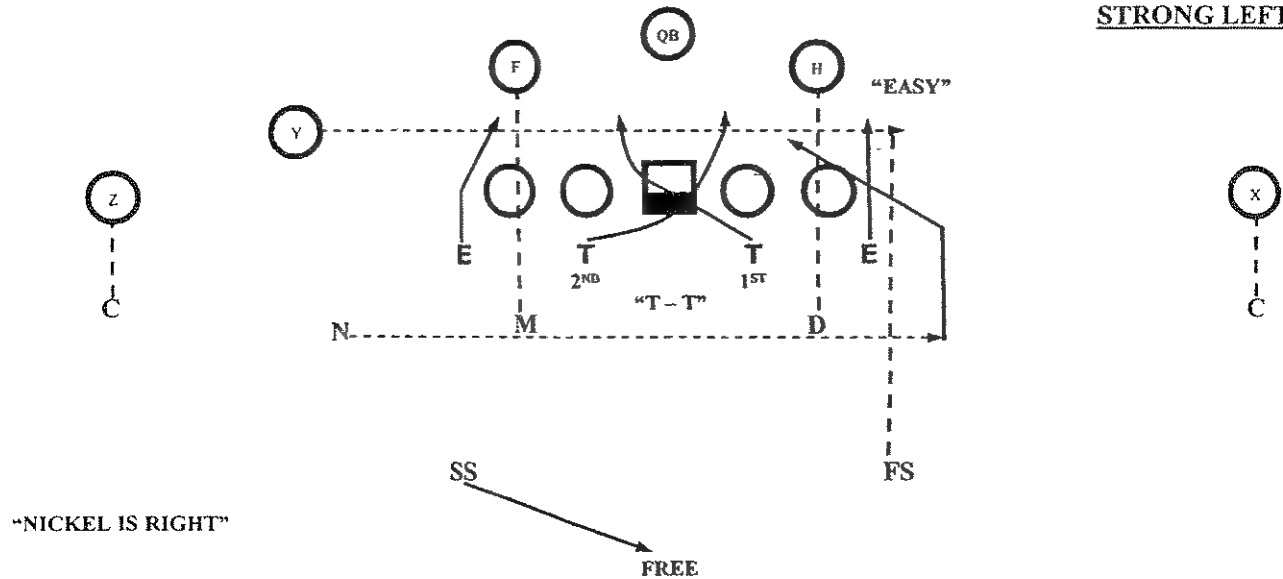


20 PERSONNEL DIME FORMATION

STRONG LEFT

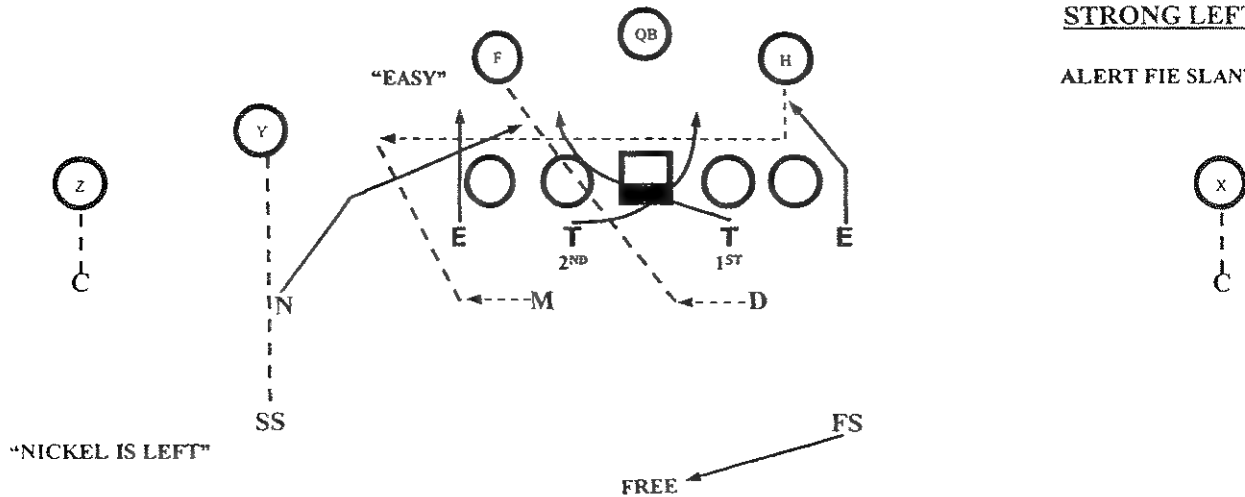


STRONG LEFT

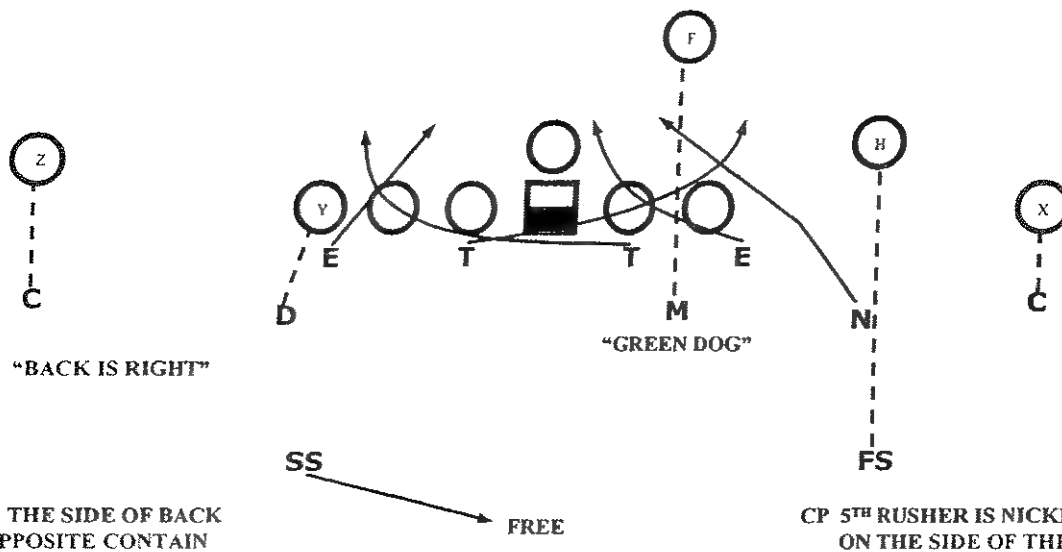


STRONG LEFT

ALERT FIE SLANT



DIME DOG THE BACK 1 DOG
 USED VS. 11, 10, 12 PSN
 RUN WITH DETROIT OR LEXUS STUNT



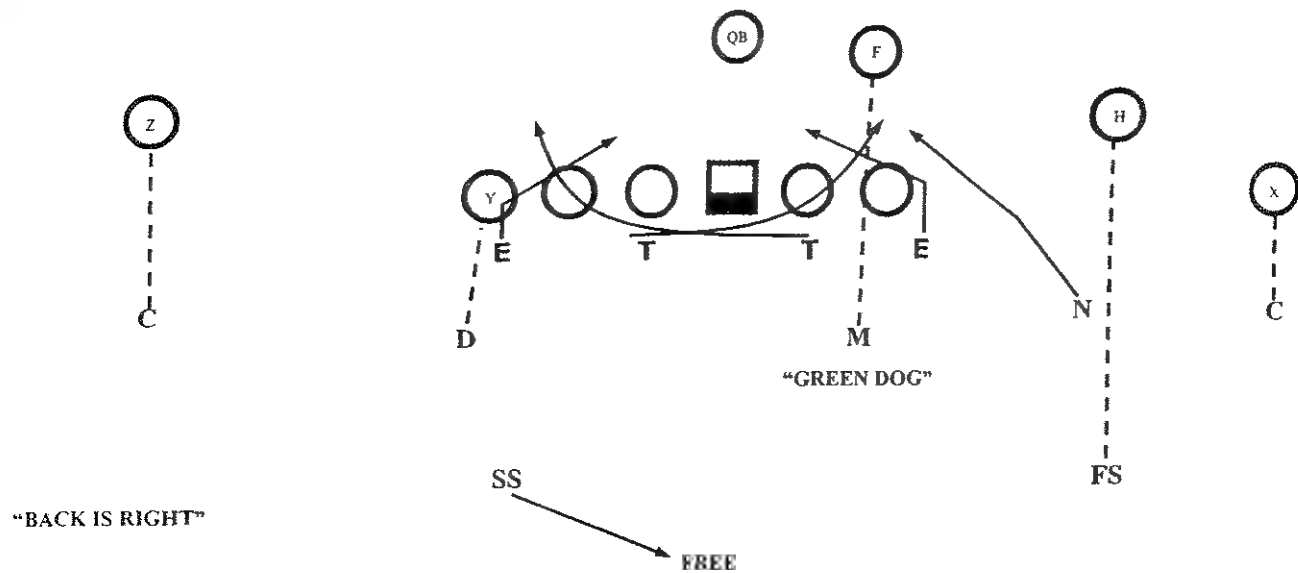
POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW NORMAL COVERAGE	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
MIKE	ALIGNMENT TO SHOW NORMAL COVERAGE	MAN TO MAN - GREEN DOG (HAVE DEEP POST HELP)
NICKEL	ALIGNMENT TO SHOW NORMAL COVERAGE	RUSH AND CONTAIN
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
STRONG SAFETY	8 - 10 YDS DEEP OUTSIDE SHADE OF (TE)	MAN TO MAN WHEN BACK TO YOUR SIDE NO BACK - DEEP 1/3 HELP ON POST ROUTES
FREE SAFETY	8 - 10 YDS DEEP OUTSIDE (OT)	MAN TO MAN WHEN BACK TO YOUR SIDE NO BACK - DEEP 1/3 HELP ON POST ROUTES
		CP IF BACK IS IN MIDDLE AND BALANCED FORMATION COME FROM RIGHT SIDE CAN ALSO CALL DOG AWAY FROM BACK

DIME "DOG THE BACK" VS 11, 10, AND 12 PSN

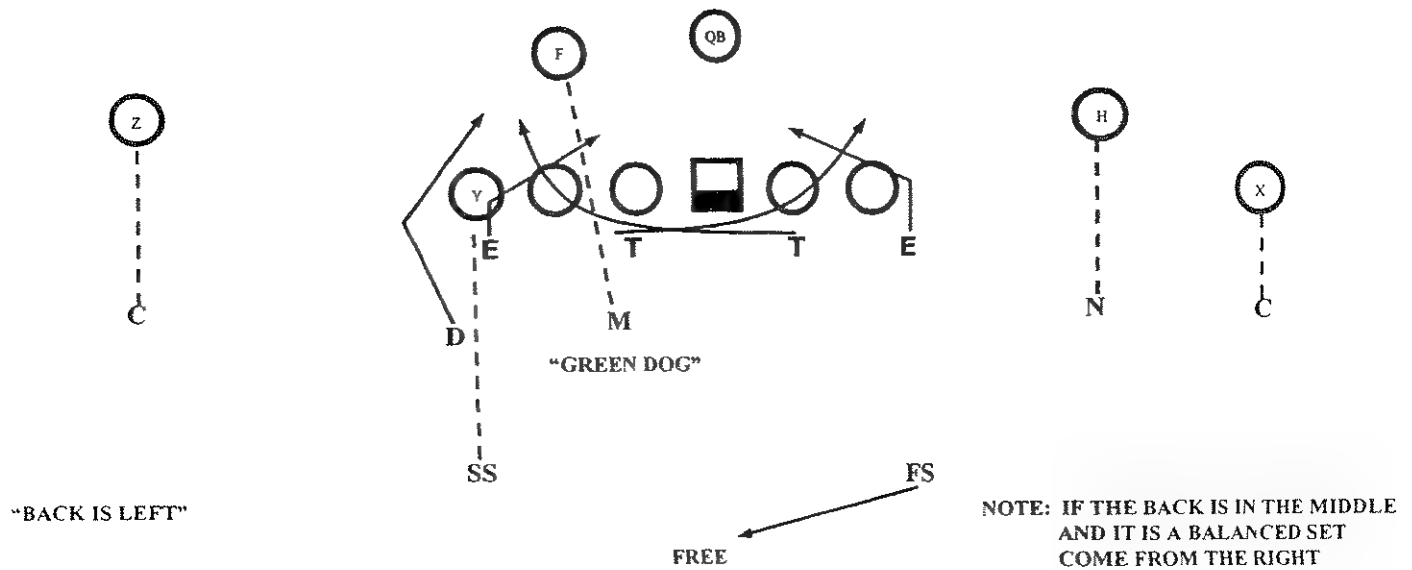
RUN WITH "DETROIT" OR "LEXUS" STUNT

VS WHITE OUT UNDER

**5TH RUSHER IS NICKEL OR DIME
TO THE SIDE OF THE BACK**



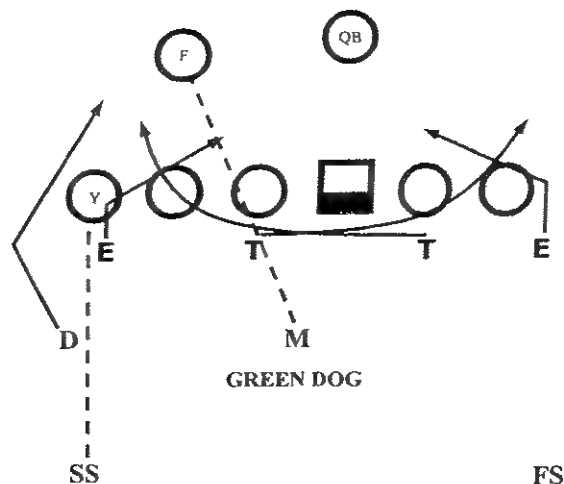
VS WHITE OUT OVER



11 PERSONNEL DIME FORMATION

STRONG LEFT

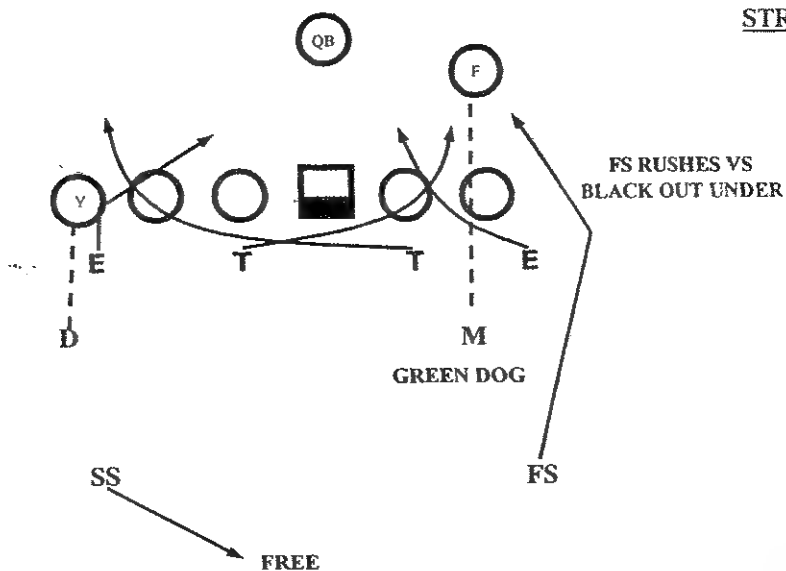
"BACK IS LEFT"



FREE

STRONG LEFT

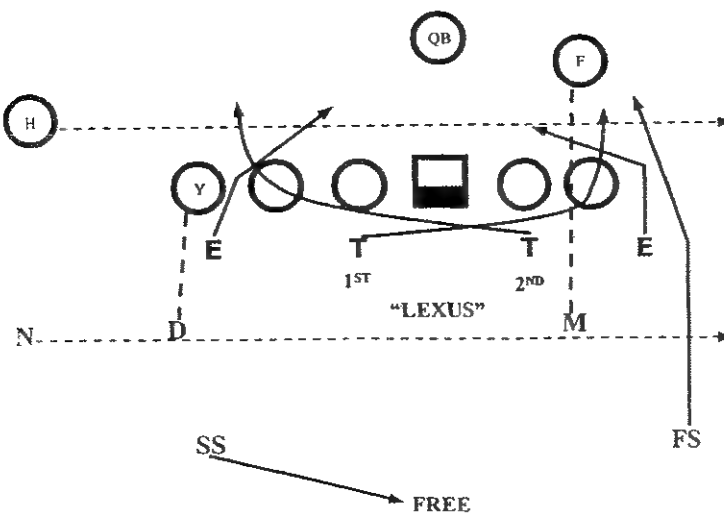
"BACK IS RIGHT"



FREE

STRONG LEFT

"BACK IS RIGHT"



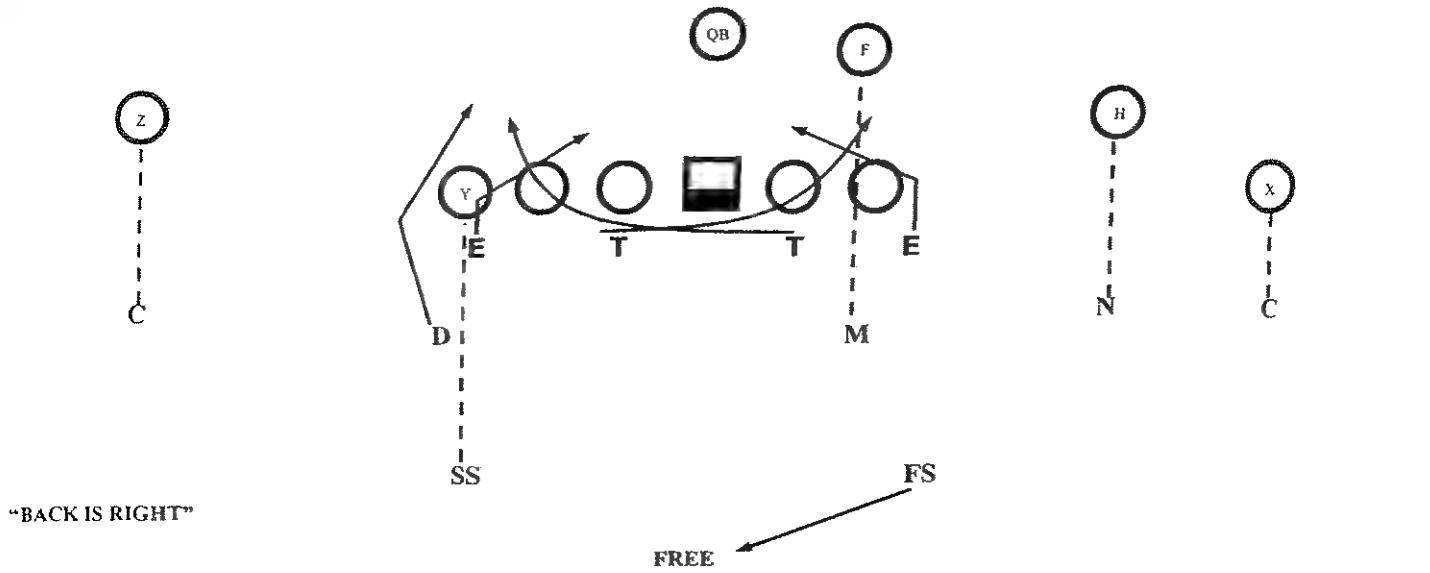
FREE

DIME "DOG AWAY FROM THE BACK" 1 DOG VS 11, 10, AND 12 PSN

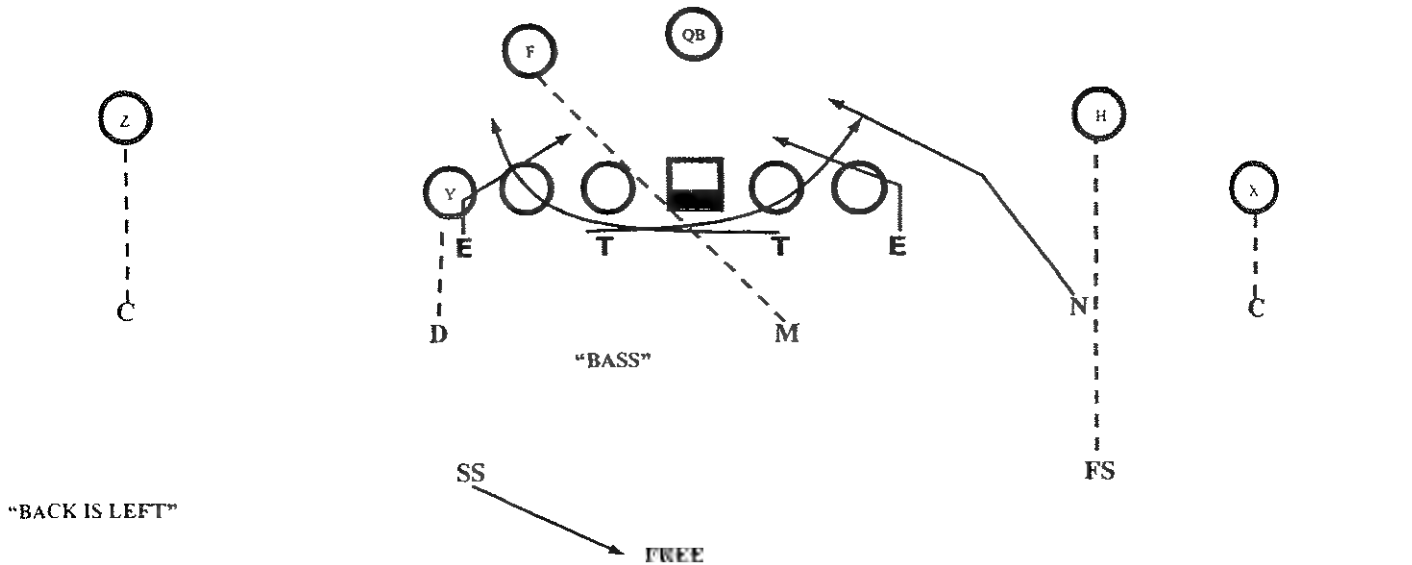
RUN WITH "DETROIT" OR "LEXUS" STUNT

5TH RUSHER IS NICKEL OR DIME
AWAY FROM THE BACK

VS WHITE OUT UNDER

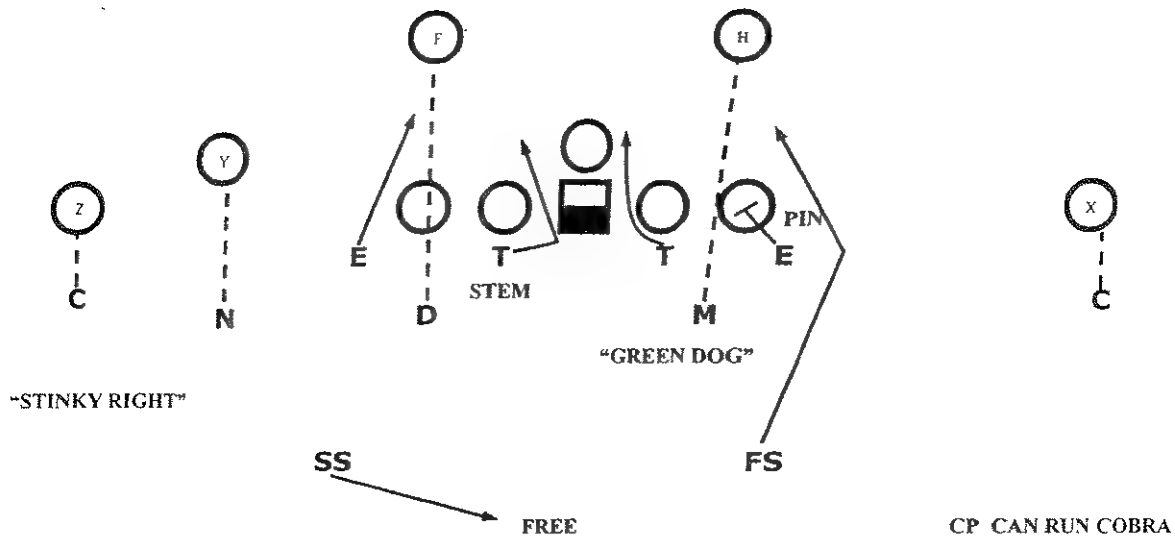


VS WHITE OVER



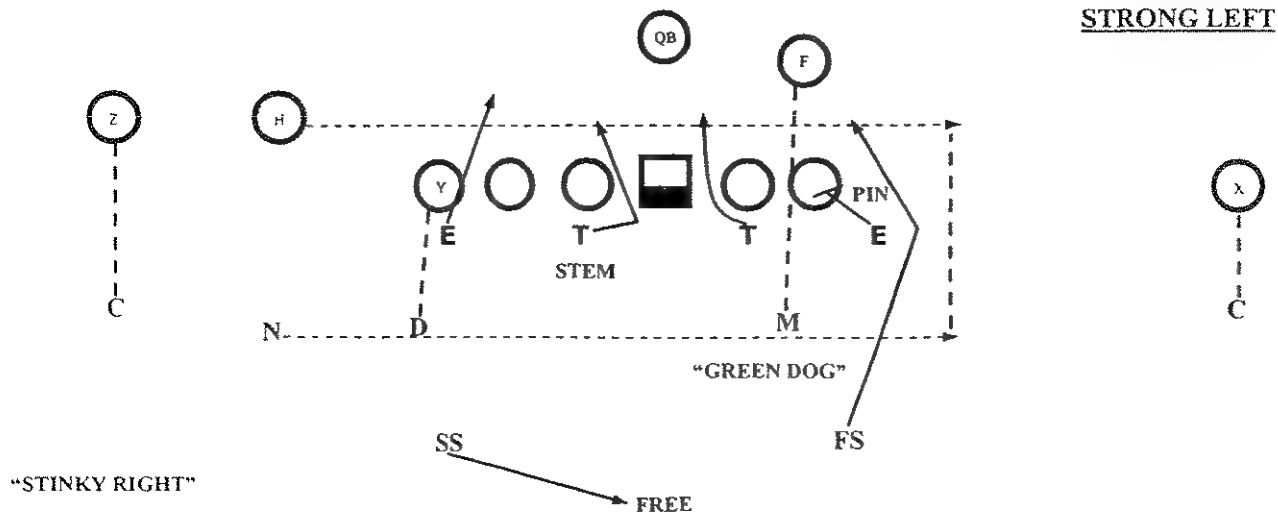
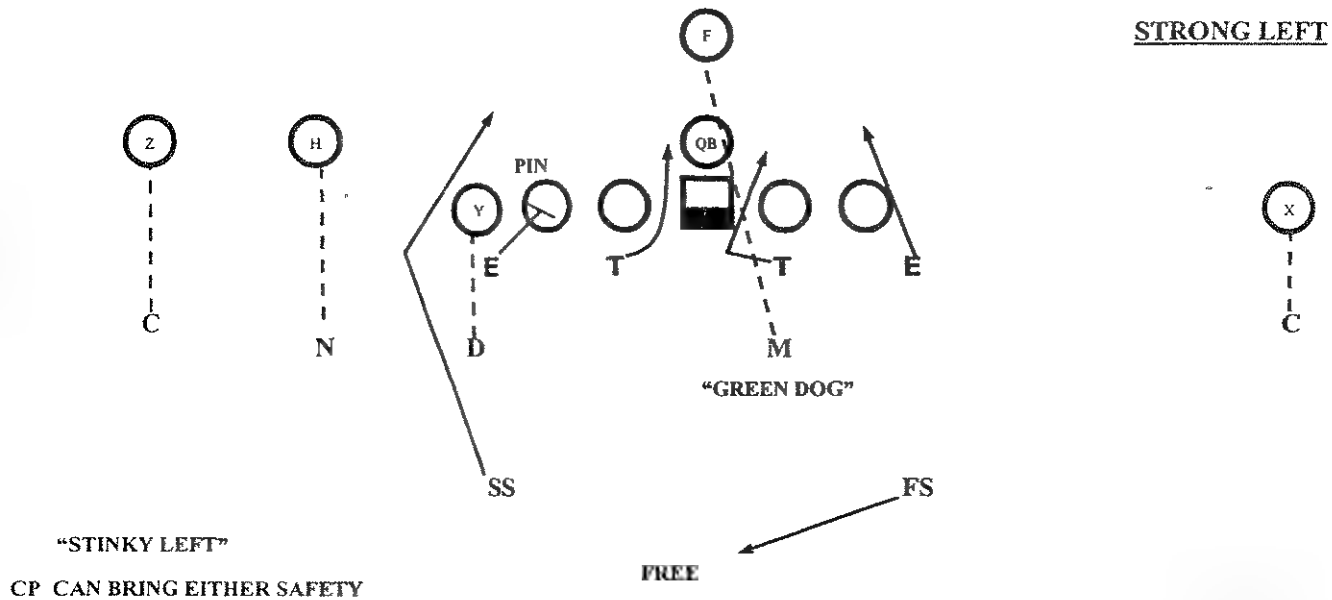
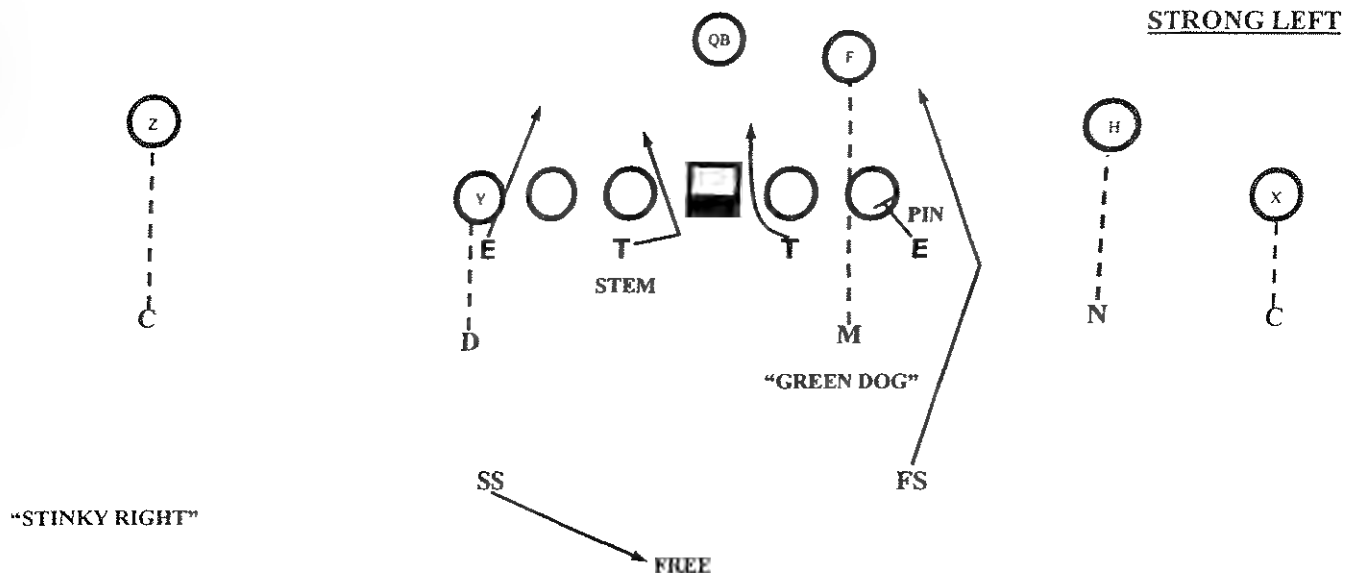
DIME SAFETY 1 DOG
"STINKY"
USED VS 20 AND 11 PSN

USED TO CREATE AN OVERLOAD
 TO THE DESIGNATED BACK OR TE

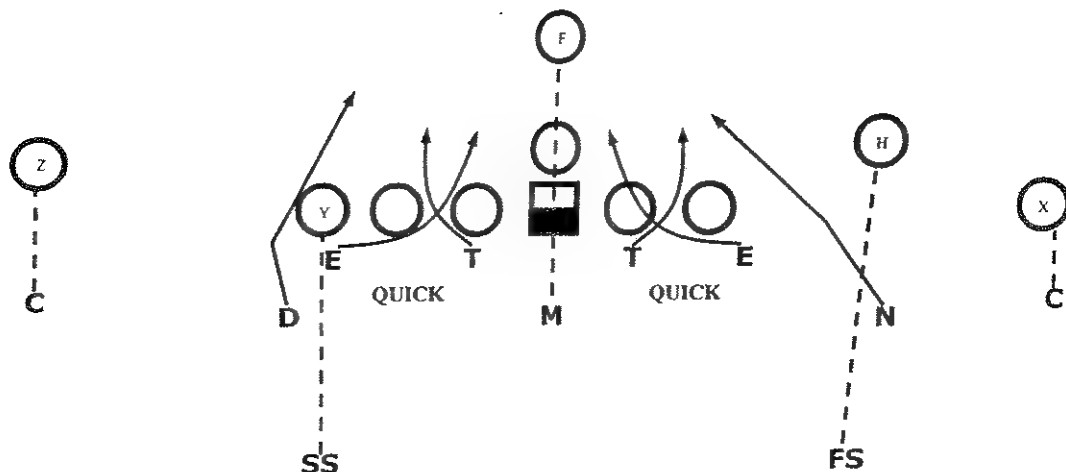


POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN ALIGNMENT MAY VARY	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN ALIGNMENT MAY VARY	GREEN DOG
NICKEL	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
STRONG SAFETY	8 - 10 YDS DEEP OUTSIDE SHADE OF (OT)	DEEP 1/3 HELP ON POST ROUTES
FREE SAFETY	8 - 10 YDS DEEP OUTSIDE (OT)	STEM TO DOG POSITION ON CADENCE BLITZ AND CONTAIN
		CP EITHER SAFETY CAN BE "STINKY" CAN ALSO BE RUN VS CERTAIN SPREADS (01 PERSONNEL)

11 PERSONNEL DIME FORMATION



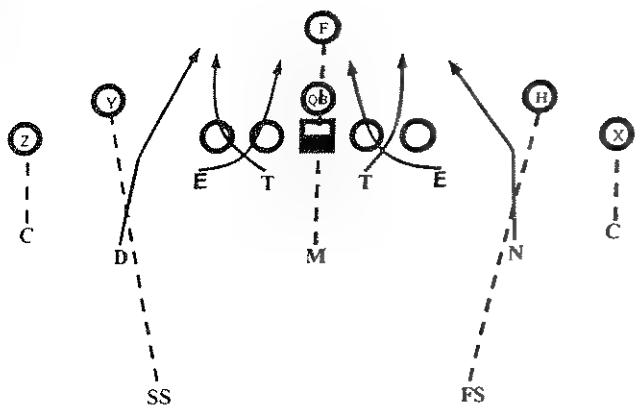
DIME BINGO
(USED VS 10, 11 PSN)



POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	RUSH AND CONTAIN VS TRIPS RUSH AND GET UNDER 1 ST BLOCK
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	VS 1 BACK: TAKE THE BACK Vs 2 BACKS: TAKE THE "BIG" BACK (AGGRESSIVE HUG UP)
NICKEL	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	RUSH AND CONTAIN
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (NO DEEP HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (NO DEEP HELP)
STRONG SAFETY	8 - 10 YDS DEEP OUTSIDE SHADE OF (TE)	MAN TO MAN ON #2 STRONG INSIDE TECHNIQUE (NO DEEP HELP)
FREE SAFETY	8 - 10 YDS DEEP OUTSIDE (OT)	MAN TO MAN INSIDE TECHNIQUE (NO DEEP HELP)

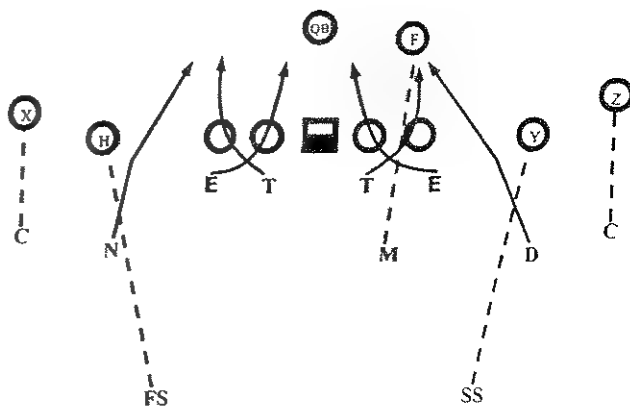
10 PERSONNEL DIME FORMATION

STRONG LEFT



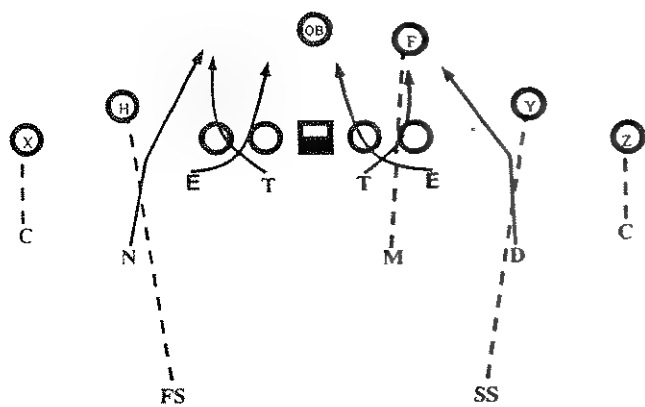
A

STRONG RIGHT



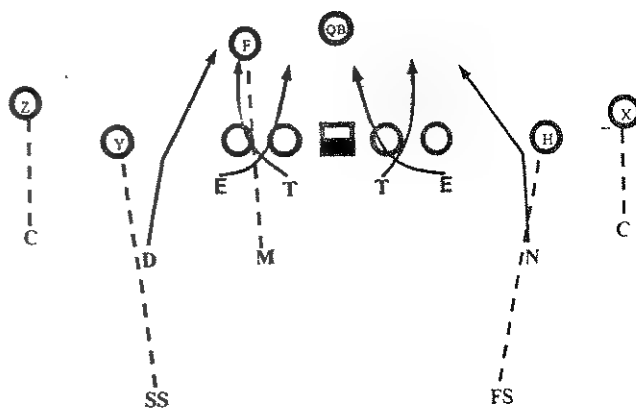
B

STRONG RIGHT



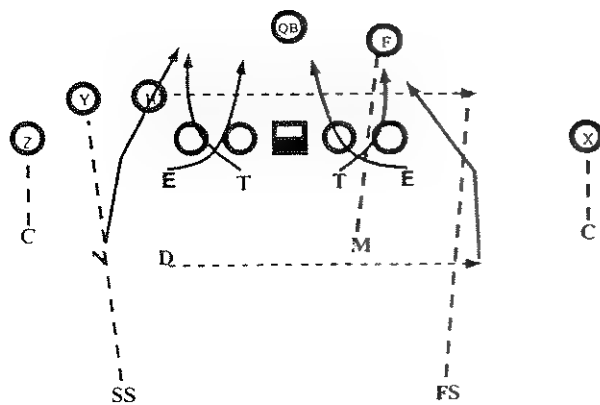
C

STRONG LEFT



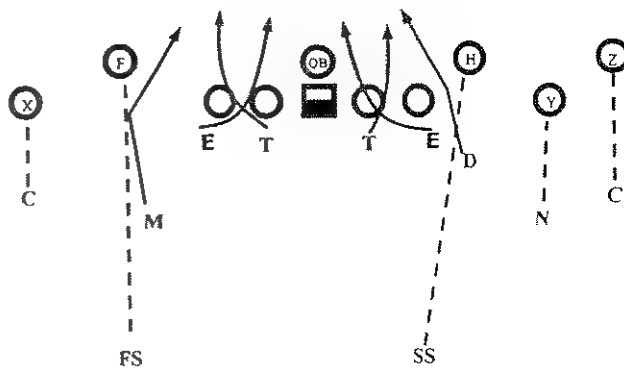
D

STRONG LEFT



E

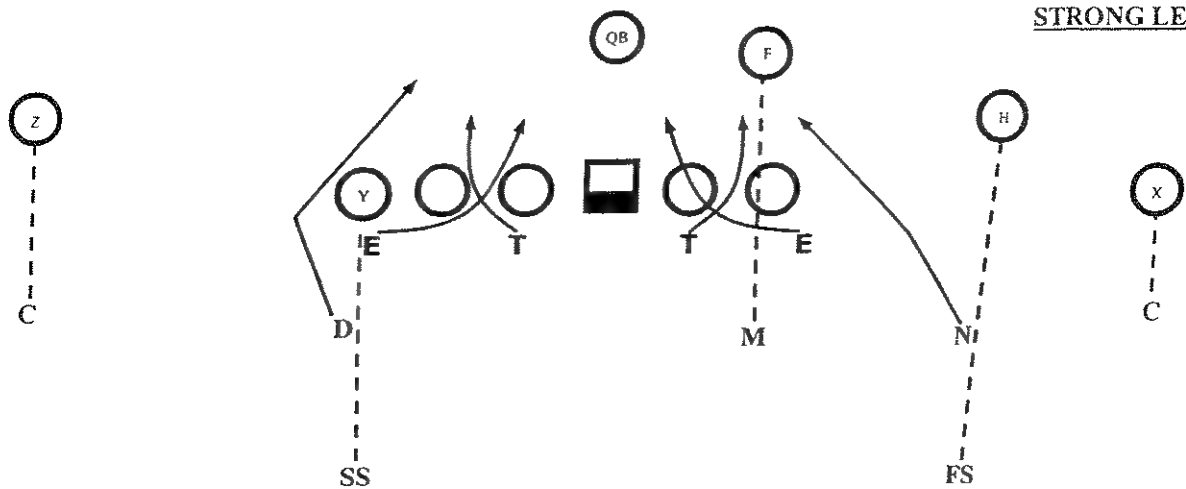
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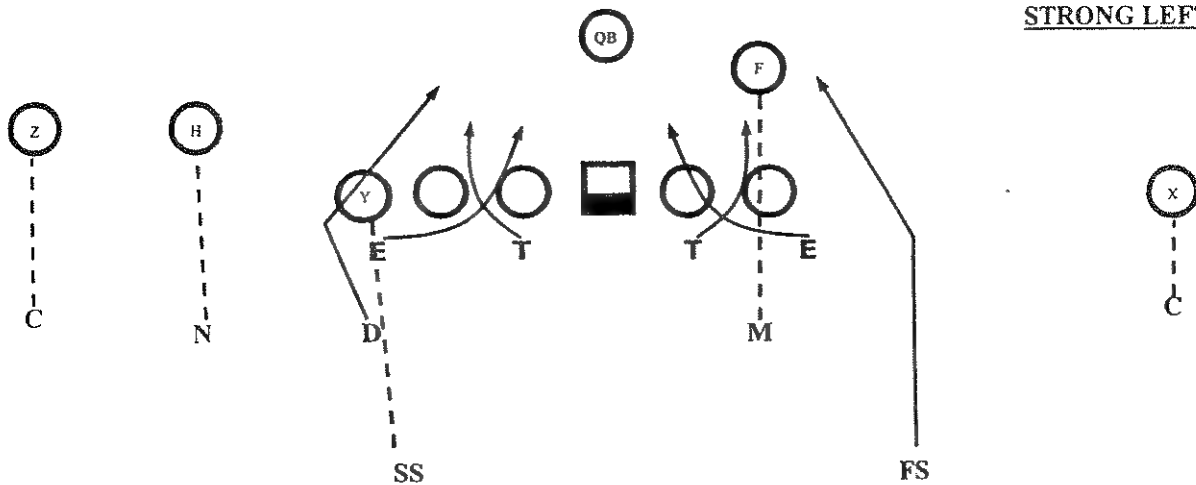
F

SPREAD

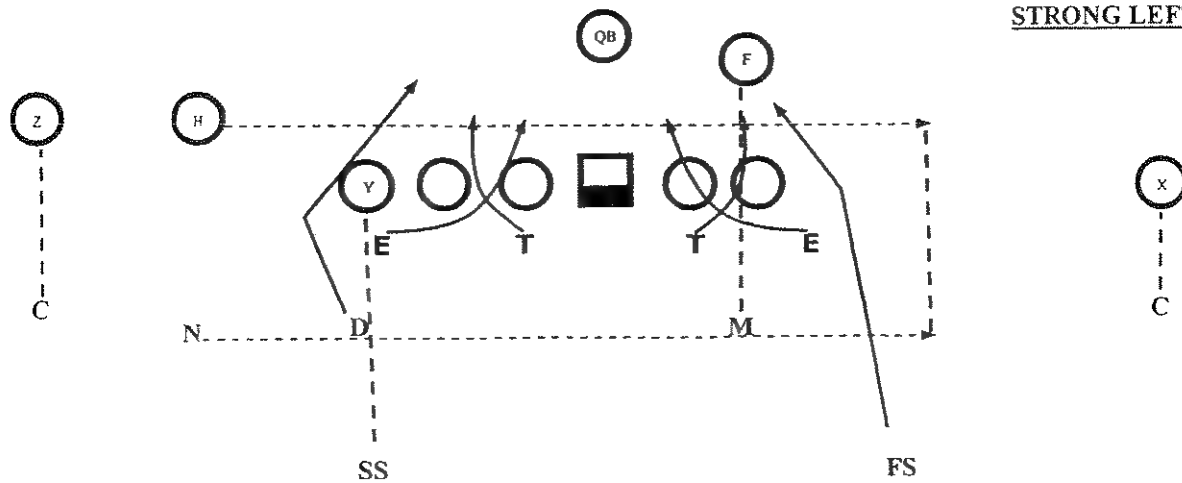
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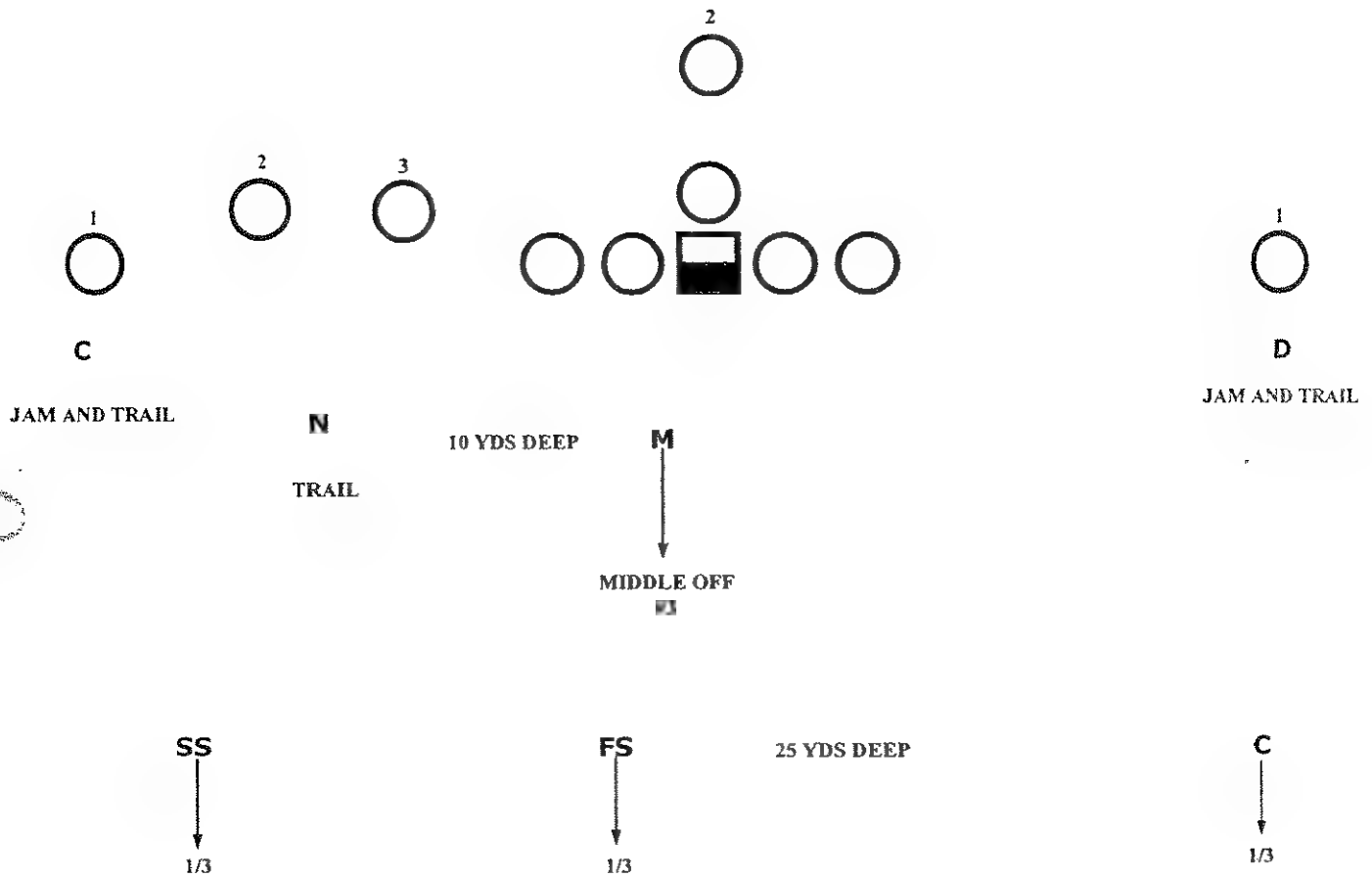
STRONG LEFT



STRONG LEFT

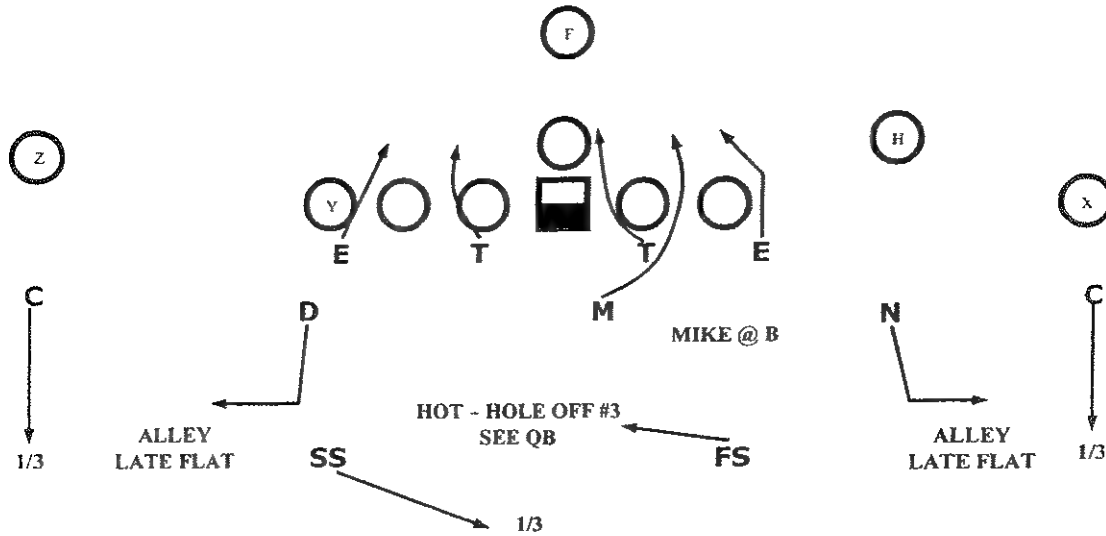


PREVENT



DIME ZORRO MIKE
(USED VS 11 AND 20 PSN)

STUNT BY GAMEPLAN



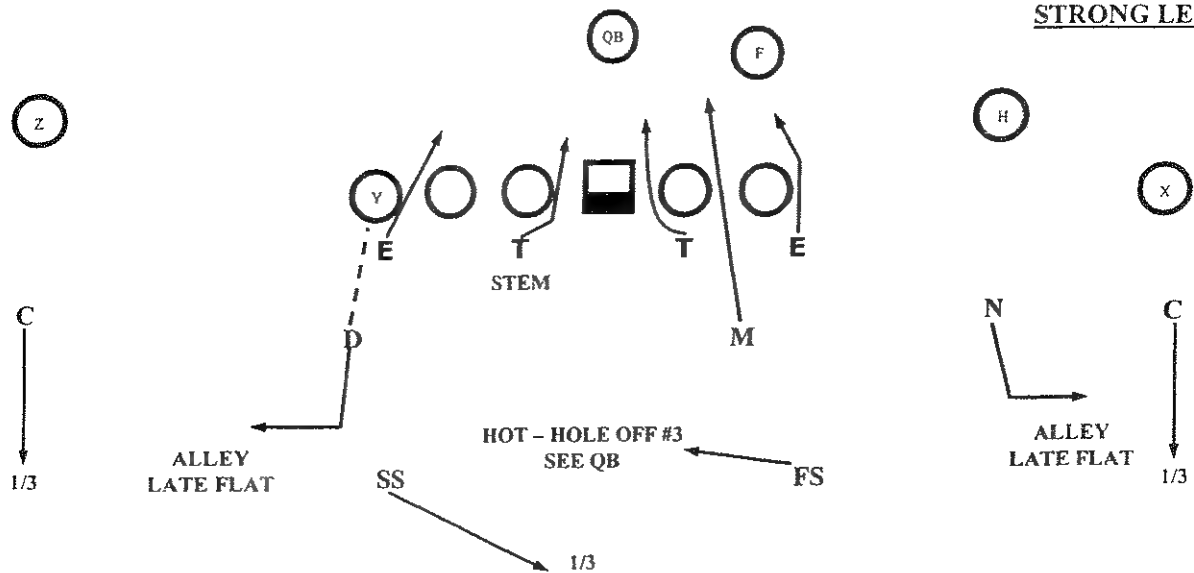
POSITION	ALIGNMENT	RESPONSIBILITY
DIME	- ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ALLEY - LATE FLAT VS TRIPS - HOT, HOLE OFF #3
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	RUSH ACCORDING TO GAMEPLAN
NICKEL	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ALLEY - LATE FLAT
LEFT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
STRONG SAFETY	8 - 12 YDS DEEP OUTSIDE SHADE OF (TE)	ZONE DEEP MIDDLE 1/3
FREE SAFETY	8 - 12 YDS DEEP WEAK (OT)	BALANCED - HOT, HOLE OFF #3 VS TRIPS - ALLEY - LATE FLAT

RULES:

1. SAFETY ON THE SIDE OF MIKE IN BALANCED FORMATIONS HAS HOLE
DIME AND NICKEL HAVE ALLEY - LATE FLAT RESPONSIBILITY
2. VS TRIPS: ROGER/ LUCKY AWAY FROM THE TRIPS, DIME HAS HOLE

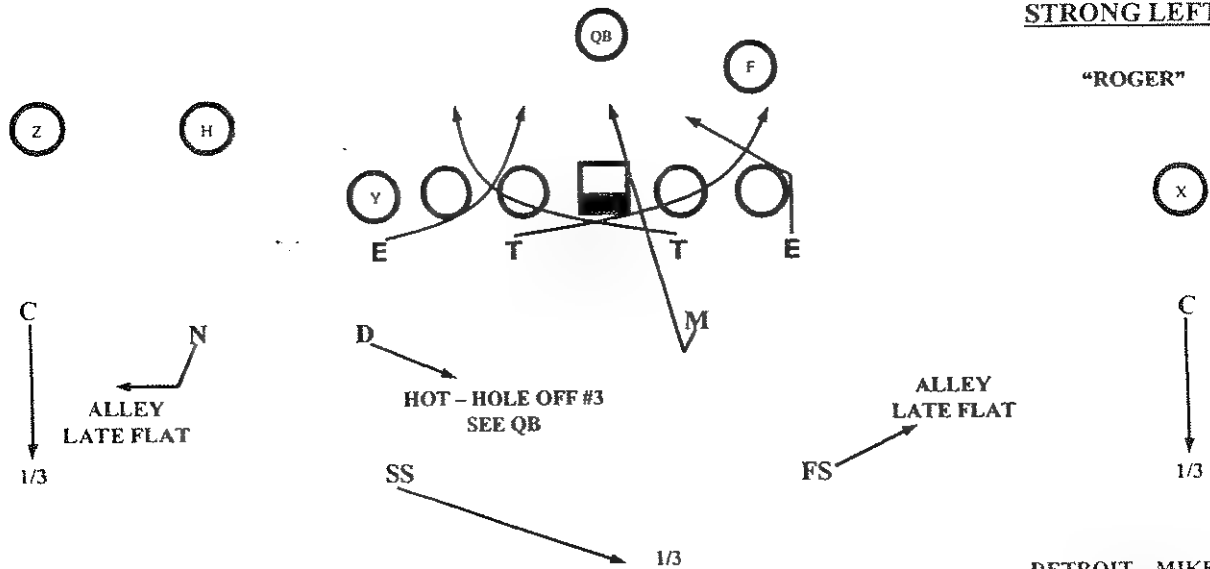
11 PERSONNEL DIME FORMATION

STRONG LEFT

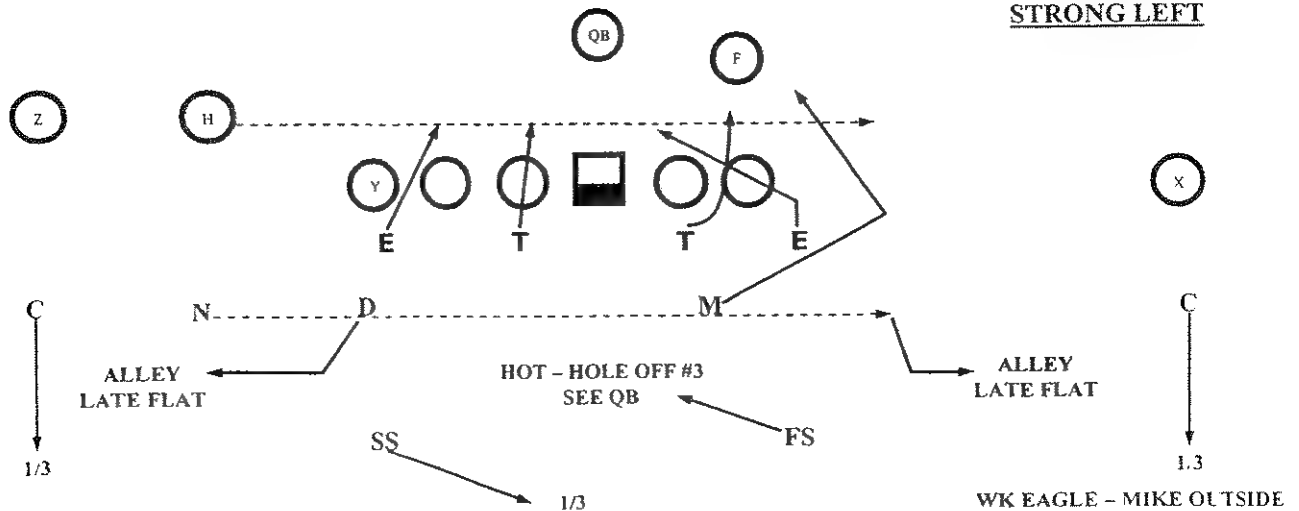


STRONG LEFT

"ROGER"



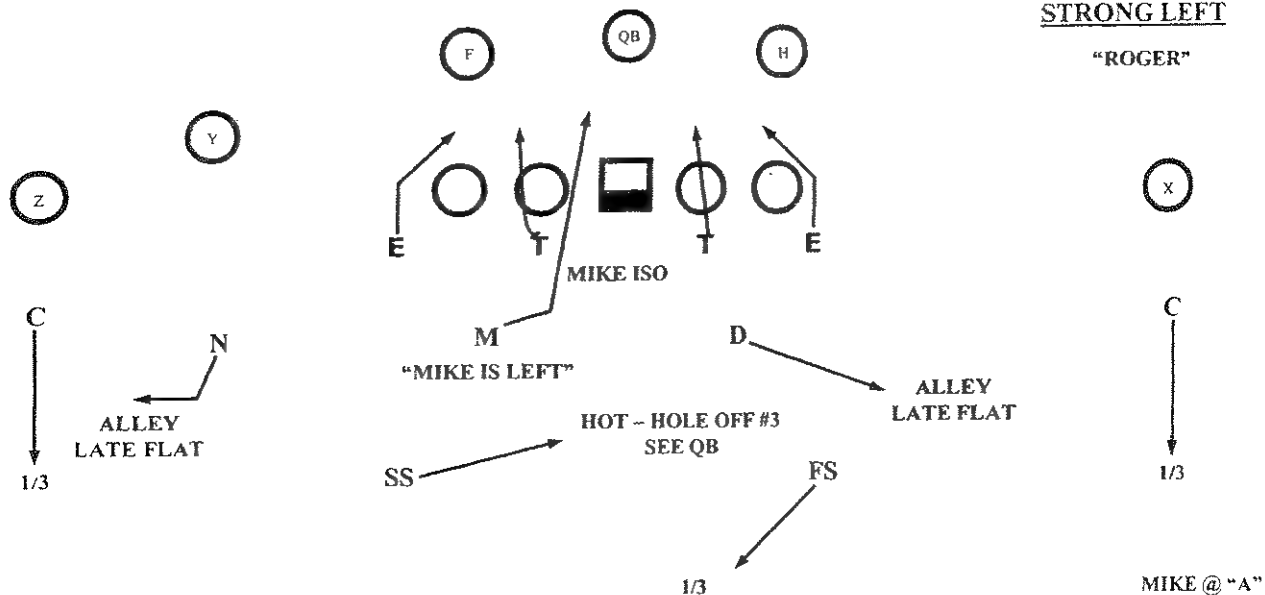
STRONG LEFT



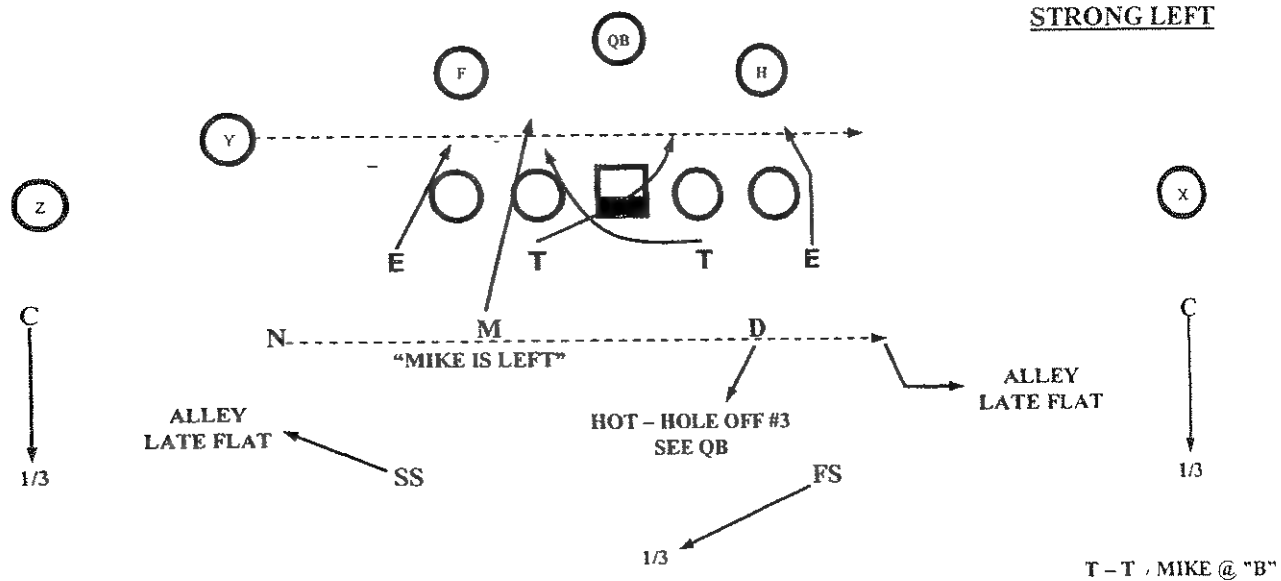
20 PERSONNEL DIME FORMATION

STRONG LEFT

"ROGER"

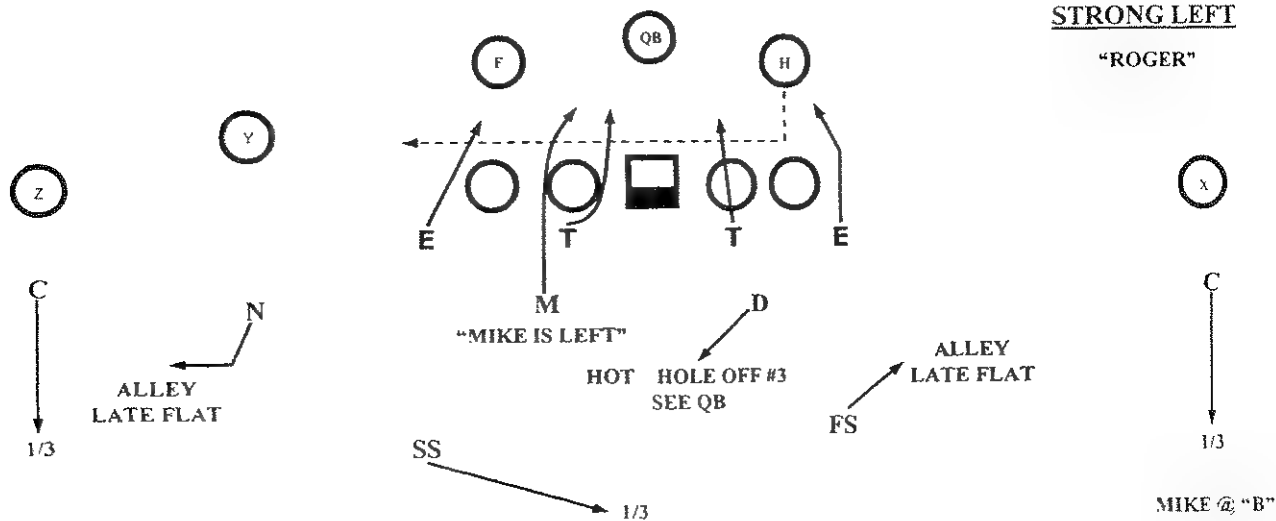


STRONG LEFT



STRONG LEFT

"ROGER"

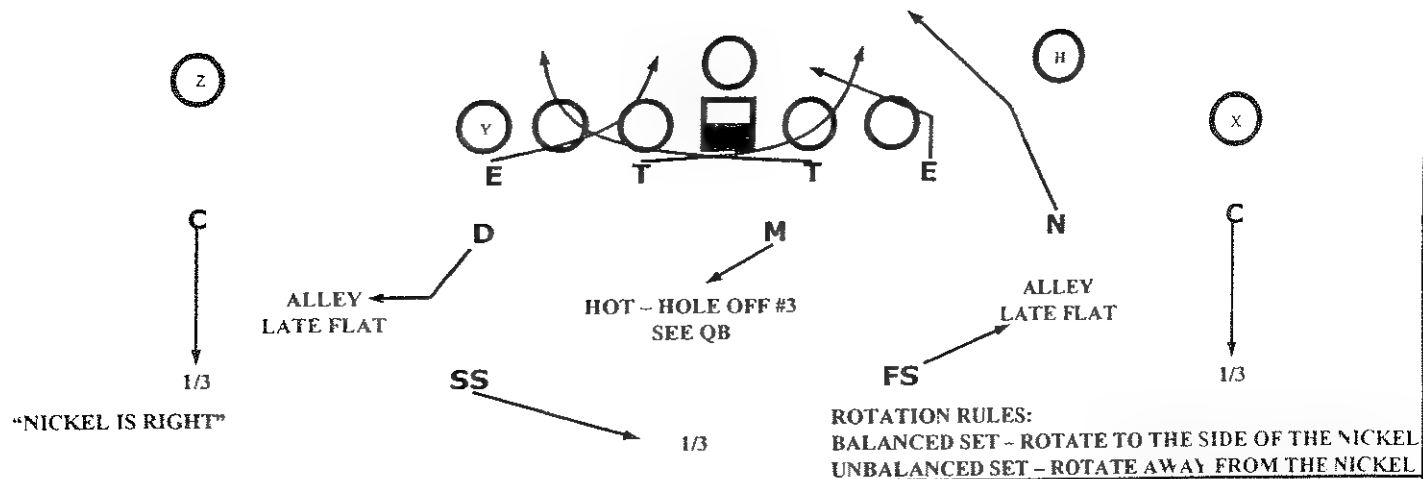


DIME ZORRO NAIL (USED VS 11, 20 PSN)

(NICKEL IS PREFERRED RUSHER)

DT ON THE SIDE OF NICKEL HAS
OPPOSITE SIDE CONTAIN

"ROGER"

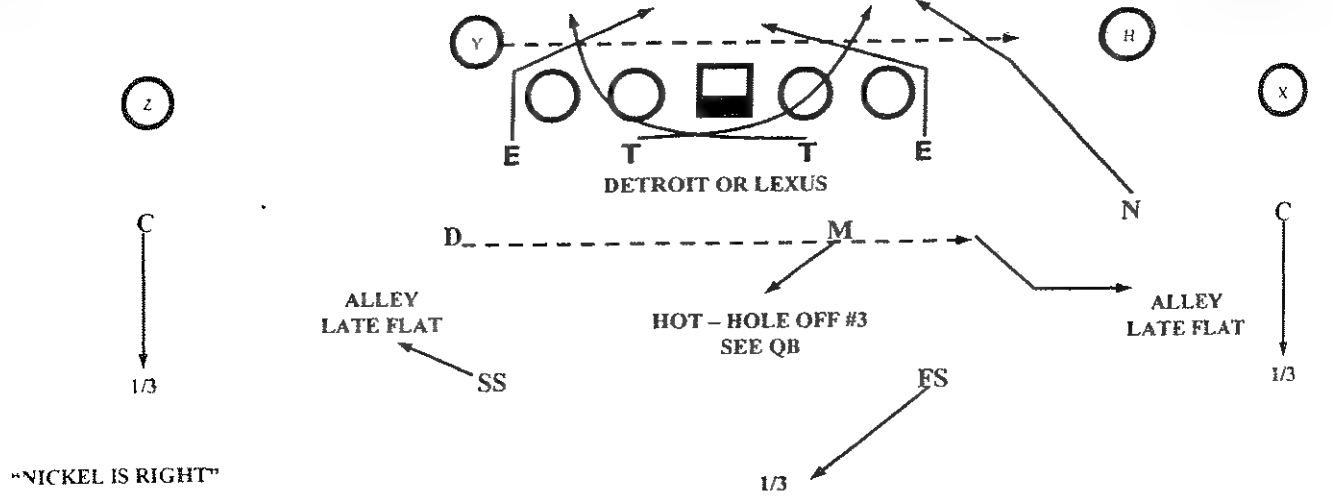


POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ALLEY - LATE FLAT
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	HOT HOLE OFF #3 SEE THE QB
NICKEL	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	RUSH AND CONTAIN
LEFT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (TE)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE (OT)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT
		CP IN A BALANCED SET - ALIGNED OR CREATED NICKEL WILL ALWAYS GO

11 PERSONNEL DIME FORMATION

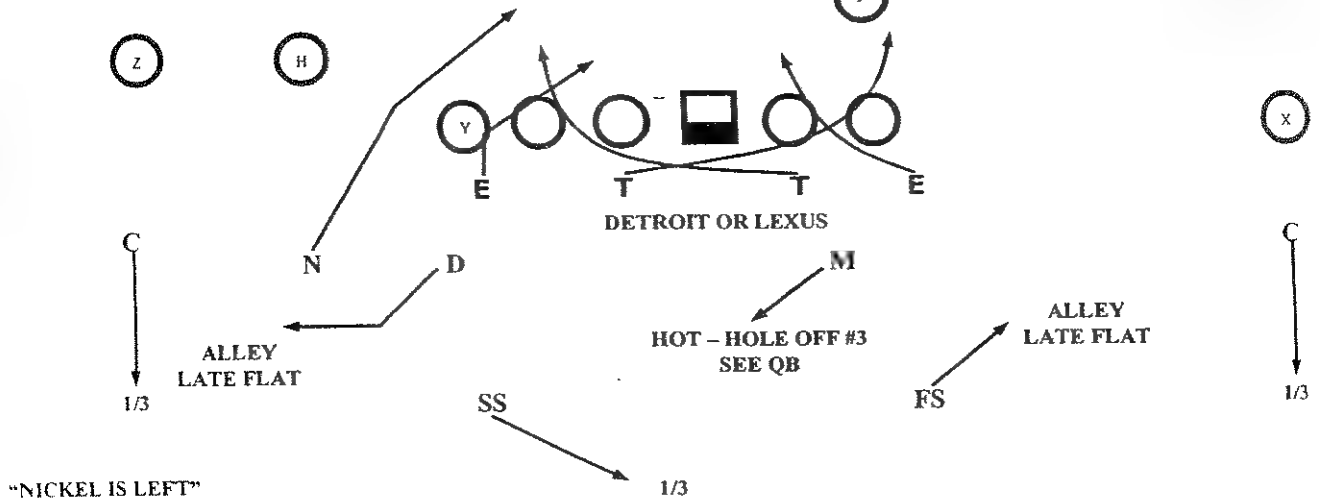
STRONG LEFT

"LUCKY"



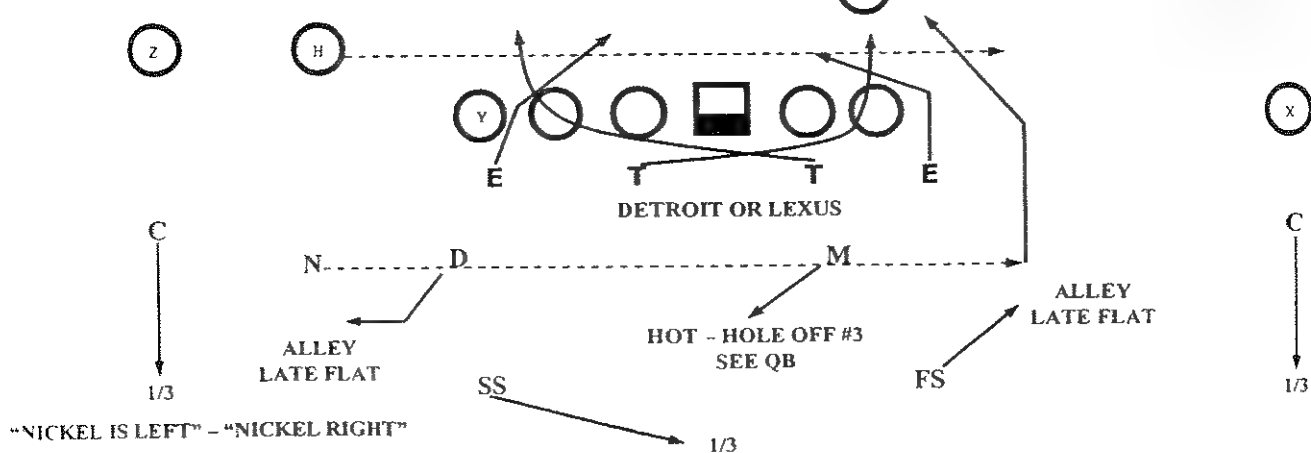
STRONG LEFT

"ROGER"



STRONG LEFT

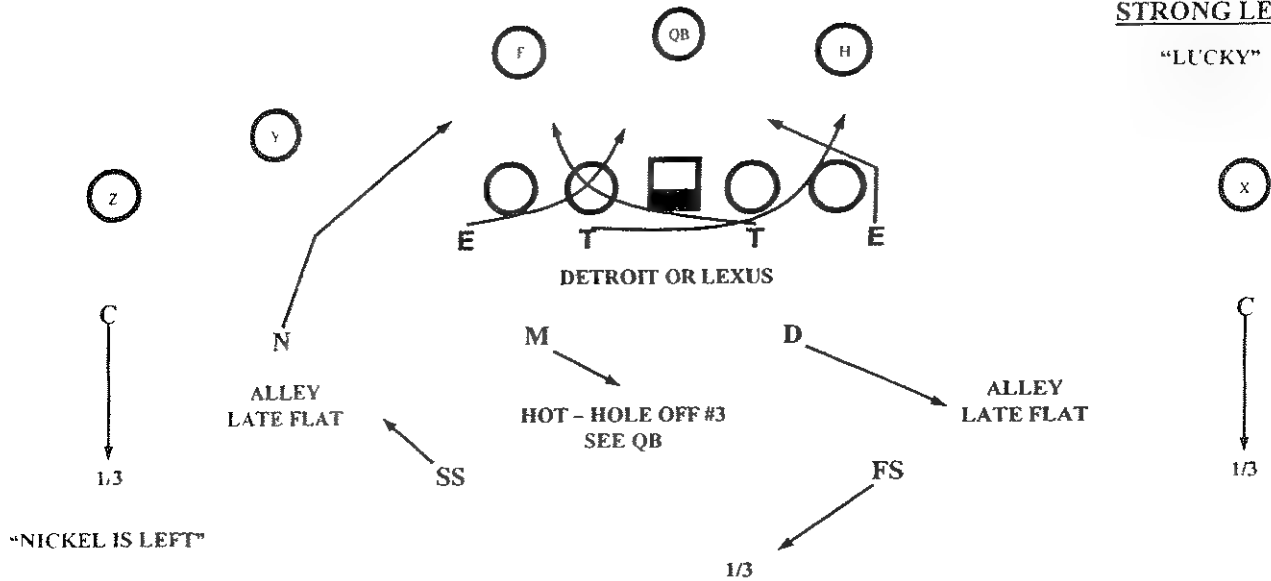
"ROGER"



20 PERSONNEL DIME FORMATION

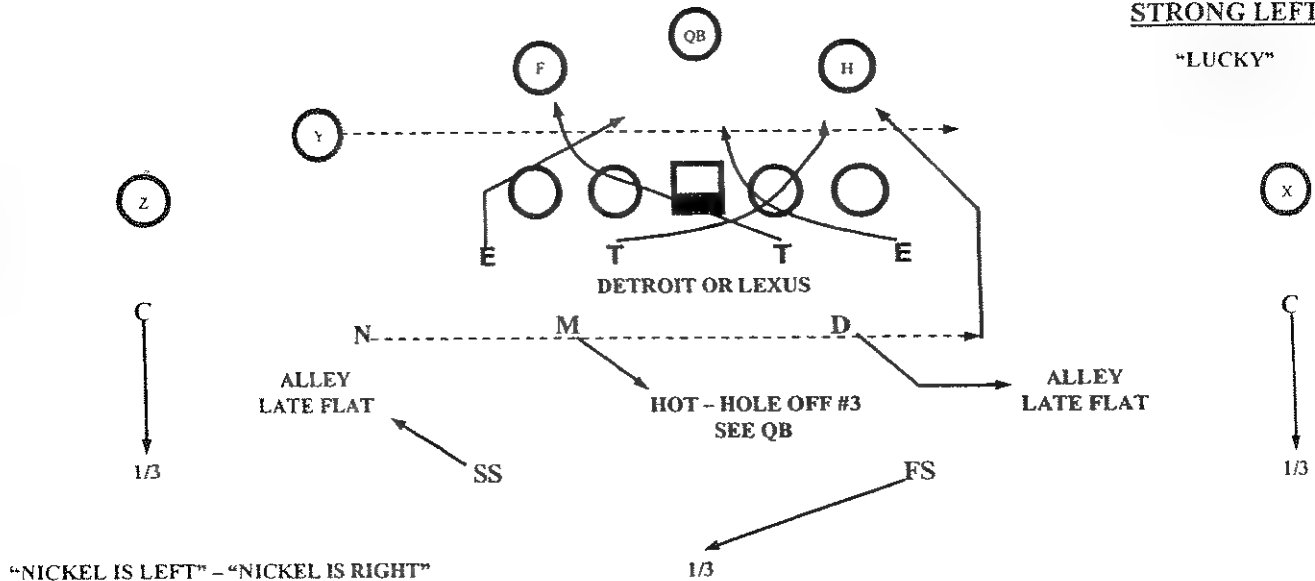
STRONG LEFT

"LUCKY"



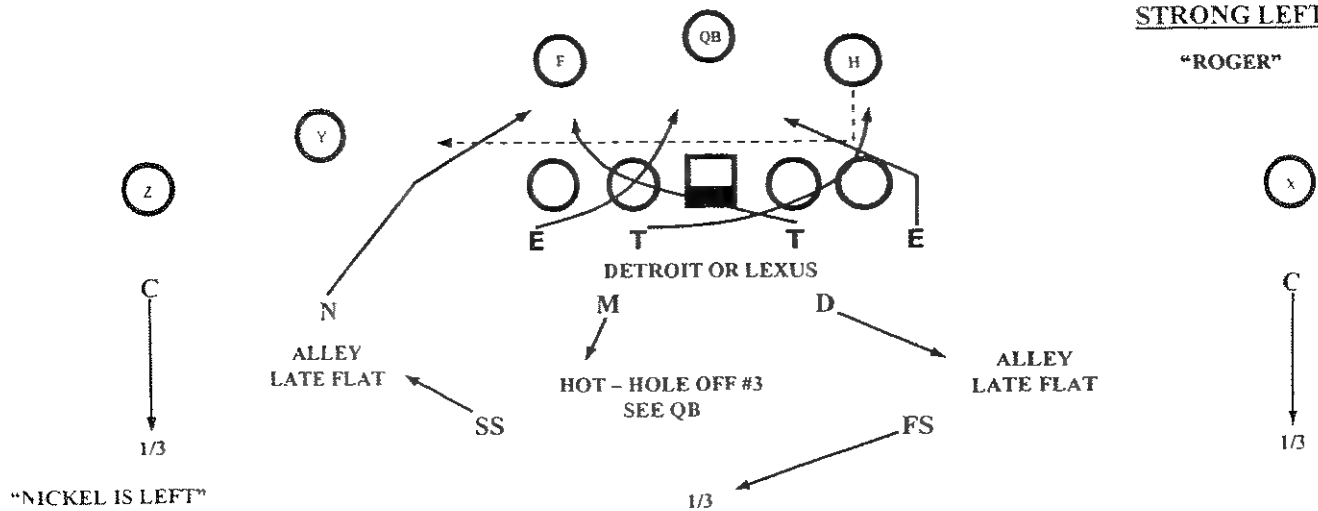
STRONG LEFT

"LUCKY"



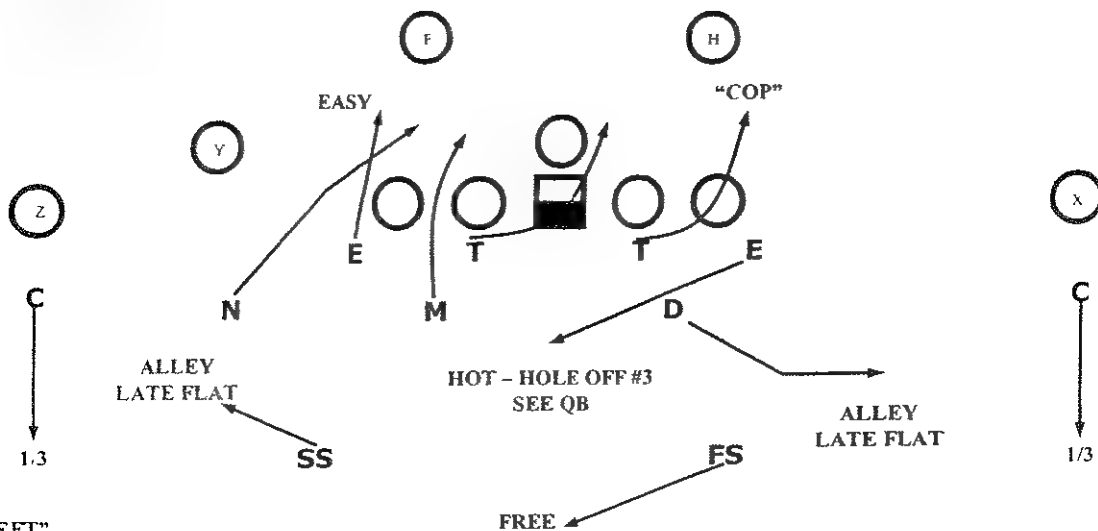
STRONG LEFT

"ROGER"



DIME ZORRO SAMWICH VS 20 PSN

"LUCKY" - "STRONG LEFT"
(DE) MUST LISTEN FOR STRENGTH CALL

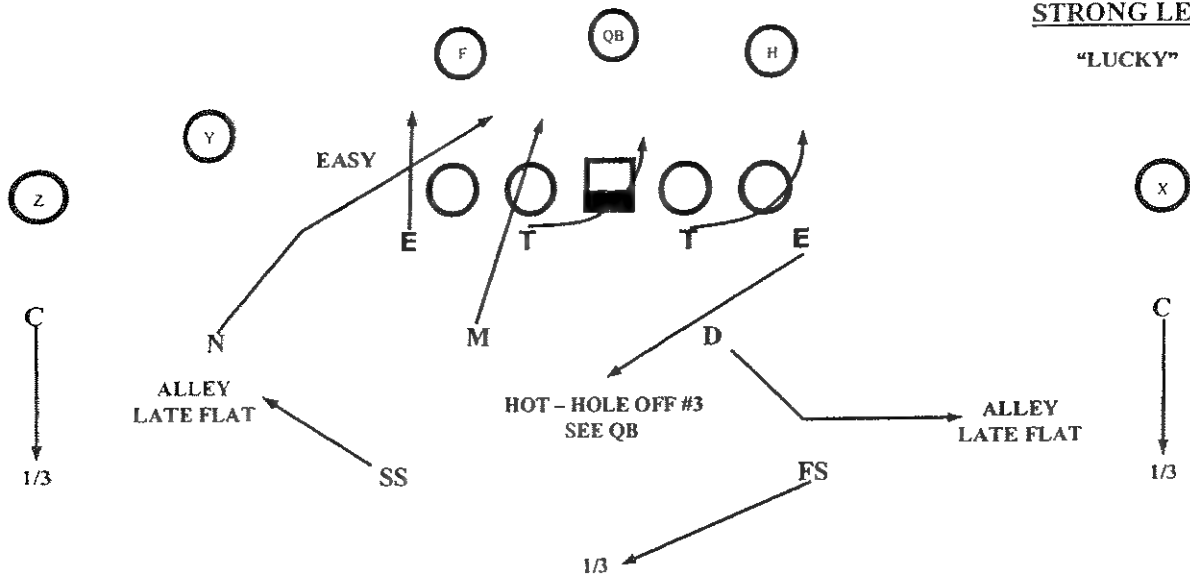


POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ALLEY - LATE FLAT
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	BLITZ STRONG "B" GAP
NICKEL	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	BLITZ "EASY" CALL
LEFT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (TE)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE (OT)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT
STRONG END	OUTSIDE SHOULDER OF TE	"EASY" CALL
WEAK END	DIME ALIGNMENT	HOT HOLE OFF #3 SEE THE QB

20 PERSONNEL DIME FORMATION

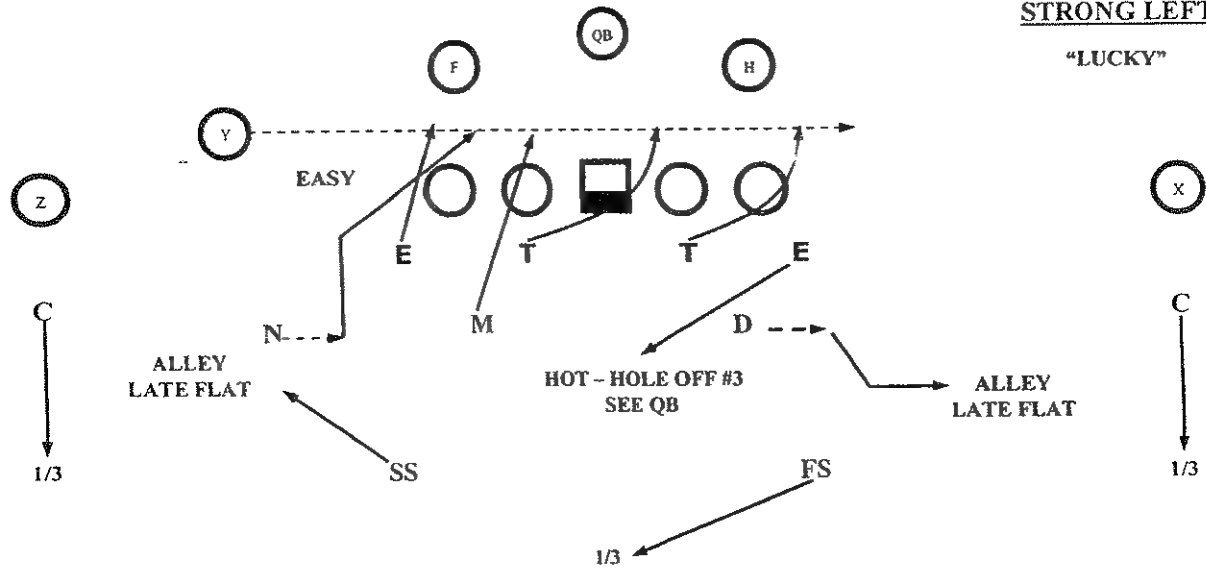
STRONG LEFT

"LUCKY"



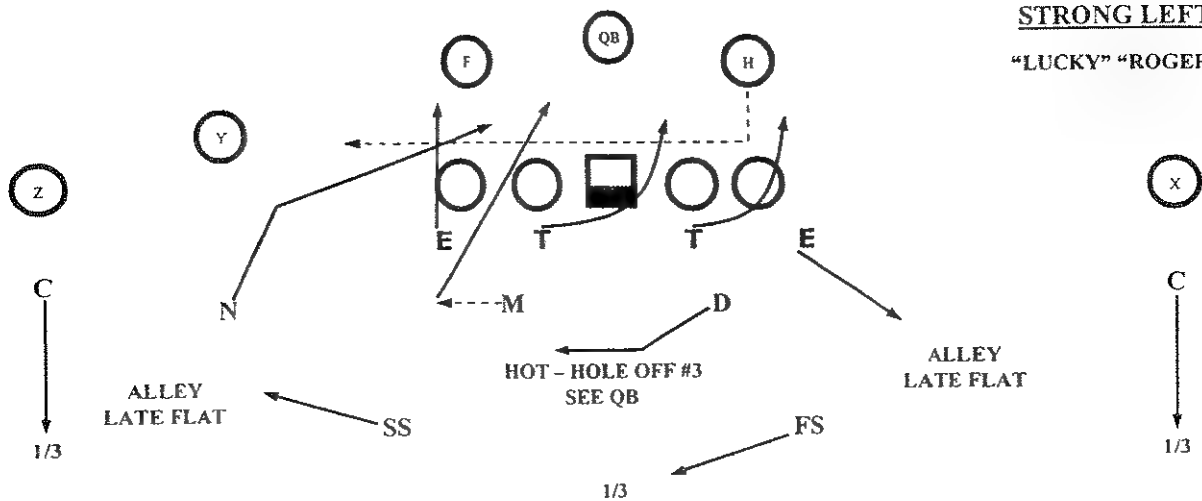
STRONG LEFT

"LUCKY"



STRONG LEFT

"LUCKY" "ROGER"

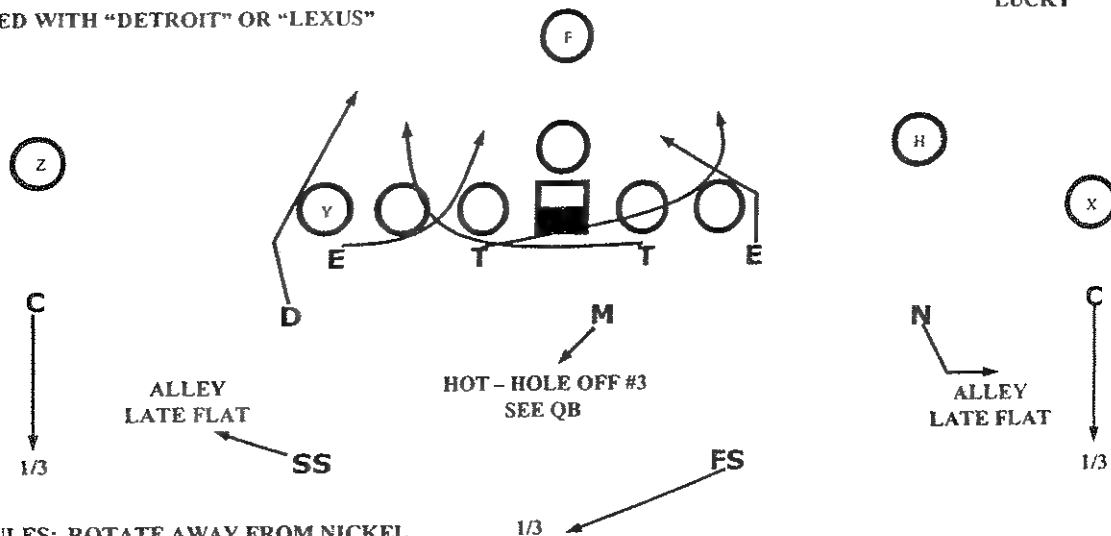


DIME ZORRO SPOKE (USED VS 11, 20 PSN)

DIME IS ALWAYS THE RUSHER

ALWAYS USED WITH "DETROIT" OR "LEXUS"

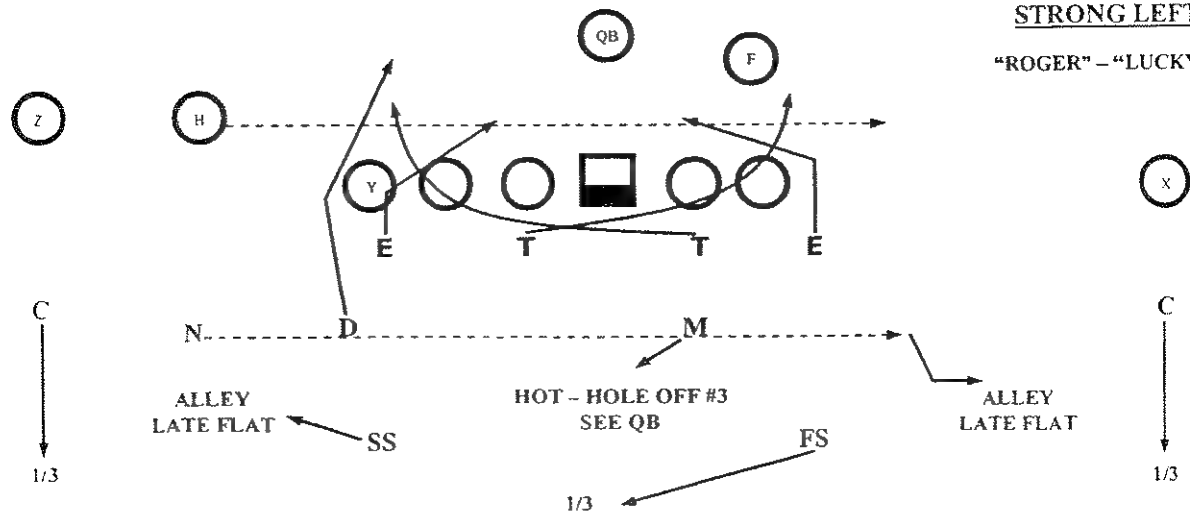
"LUCKY"



ROTATION RULES: ROTATE AWAY FROM NICKEL

1/3

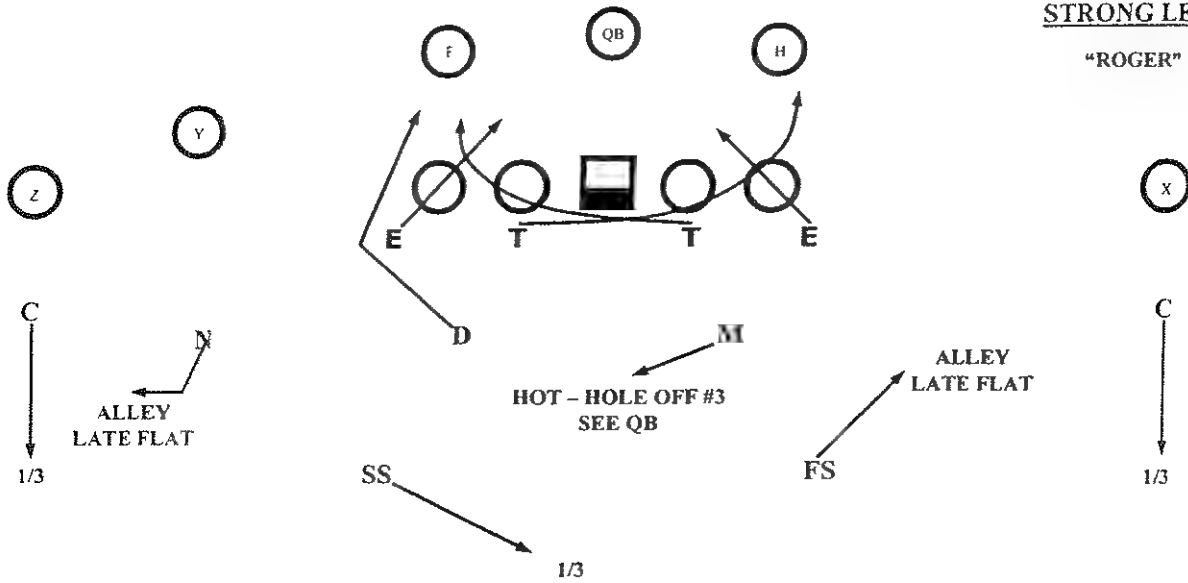
POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	- RUSH AND CONTAIN
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	HOT HOLE OFF #3 SEE THE QB
NICKEL	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ALLEY - LATE FLAT
LEFT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (TE)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE (OT)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT



20 PERSONNEL DIME FORMATION

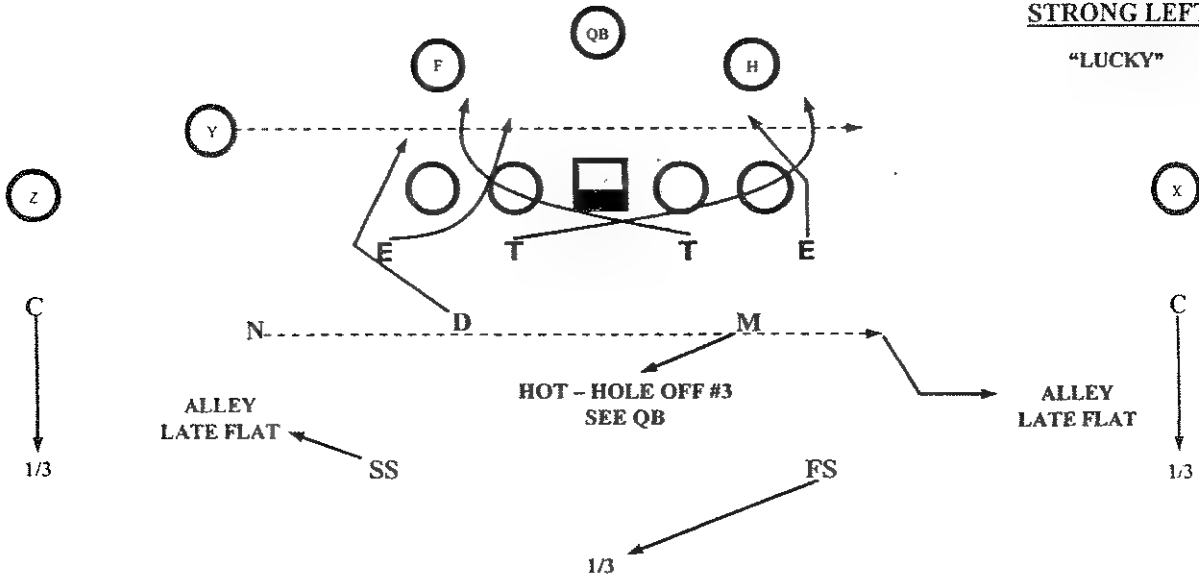
STRONG LEFT

"ROGER"



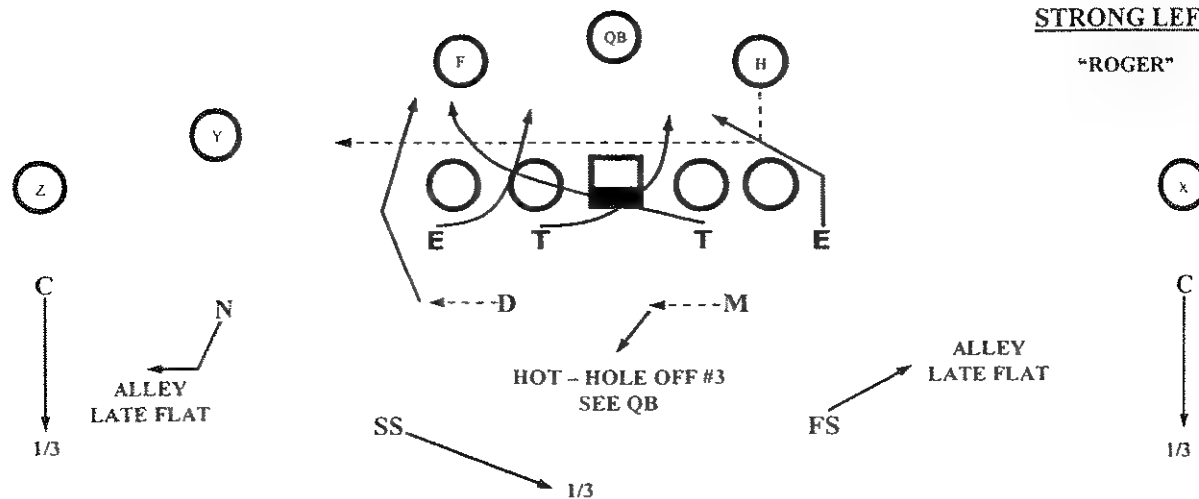
STRONG LEFT

"LUCKY"

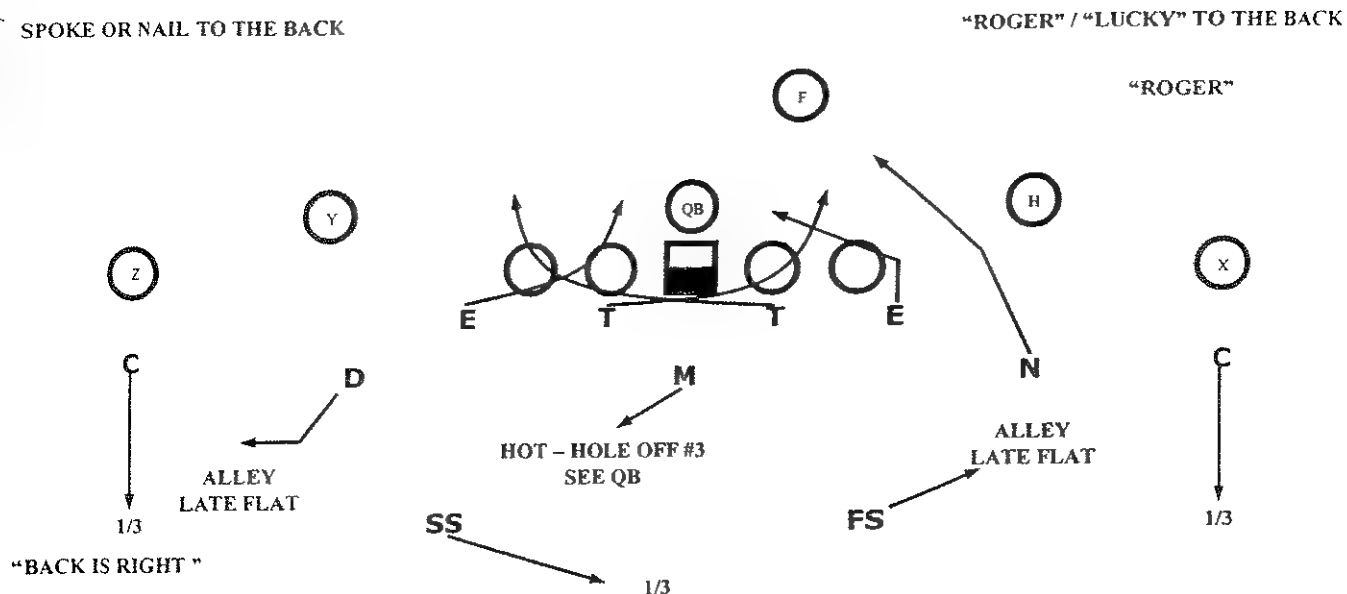


STRONG LEFT

"ROGER"



DIME ZORRO TO THE BACK (USED VS 10, 11 PSN)



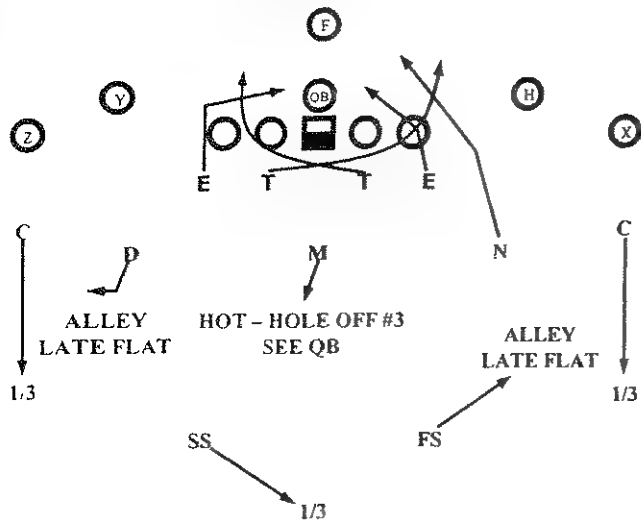
POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	TO THE BACK: RUSH AND CONTAIN AWAY FROM THE BACK: ALLEY – LATE FLAT ON THE SAME SIDE AS NICKEL: RUSH AND CONTAIN
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	HOT HOLE OFF #3 SEE THE QB
NICKEL	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	AWAY FROM THE BACK: ALLEY – LATE FLAT TO THE BACK: RUSH AND CONTAIN ON THE SAME SIDE AS DIME: ALLEY –LATE FLAT
LEFT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (TE)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE (OT)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT

10 PERSONNEL DIME FORMATION

"BACK IN MIDDLE"
GAMEPLAN

STRONG LEFT

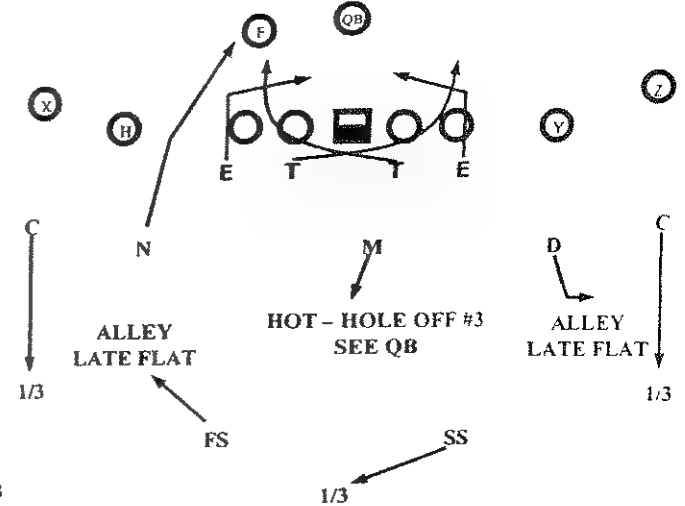
"LUCKY"



STRONG RIGHT

"BACK IS LEFT"

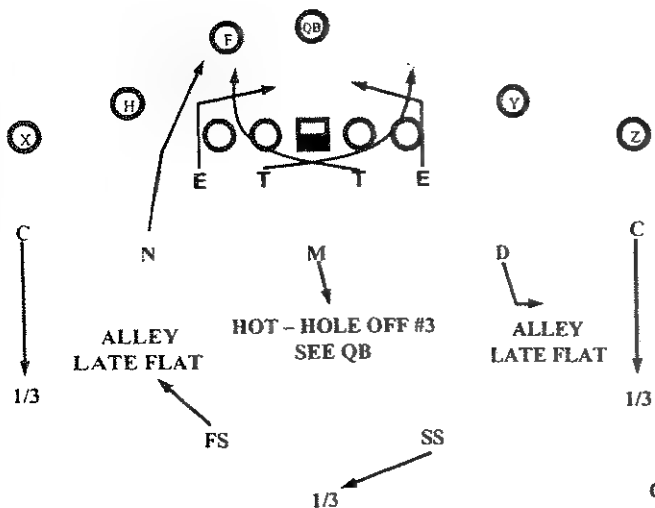
"LUCKY"



"BACK IS LEFT"

STRONG RIGHT

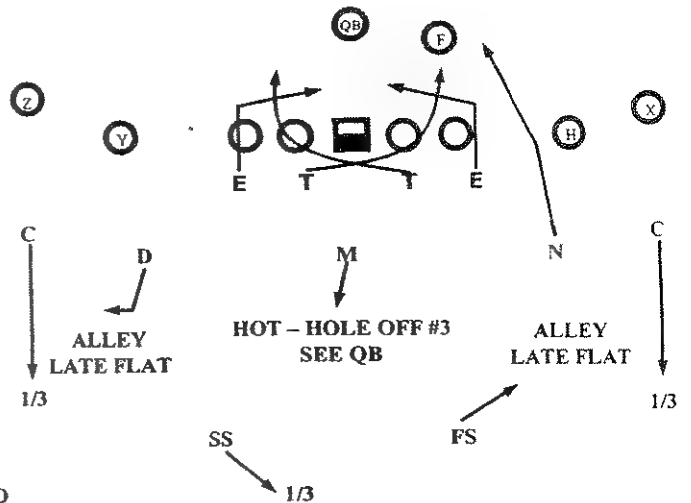
"LUCKY"



STRONG LEFT

"BACK IS RIGHT"

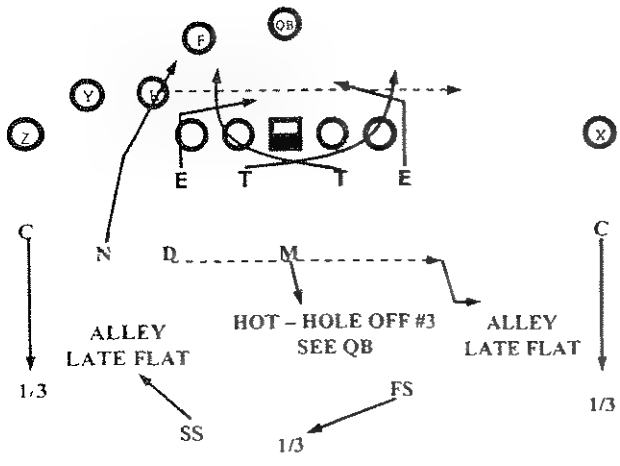
"ROGER"



"BACK IS LEFT"

STRONG LEFT

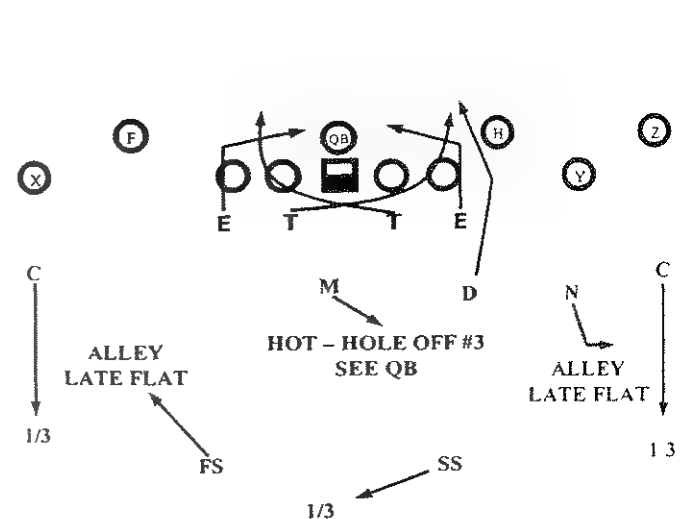
"LUCKY"



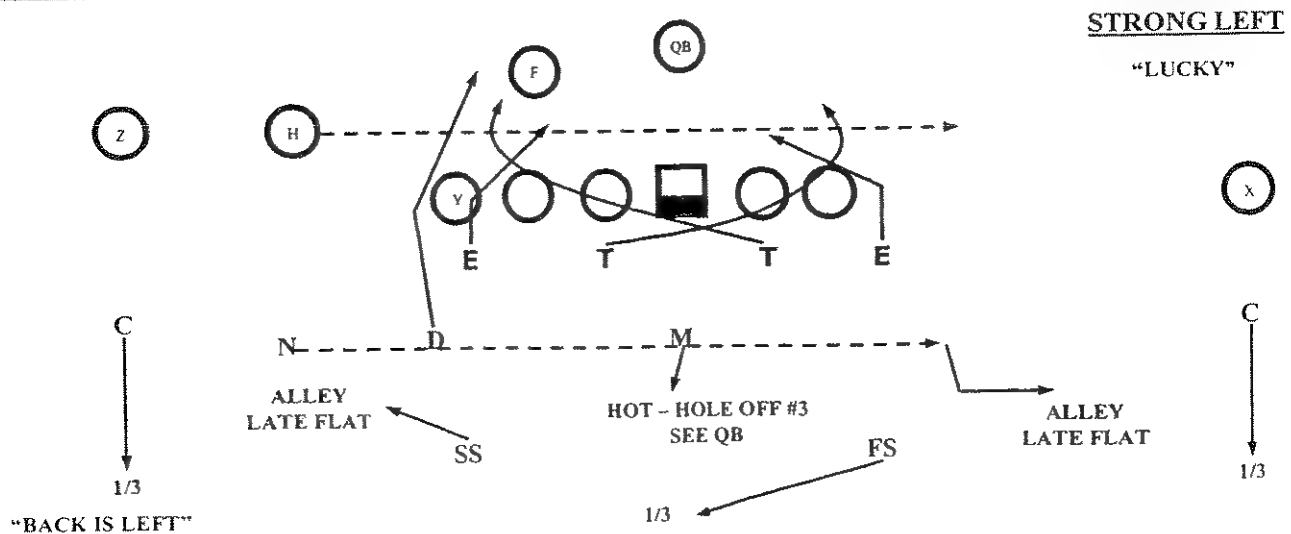
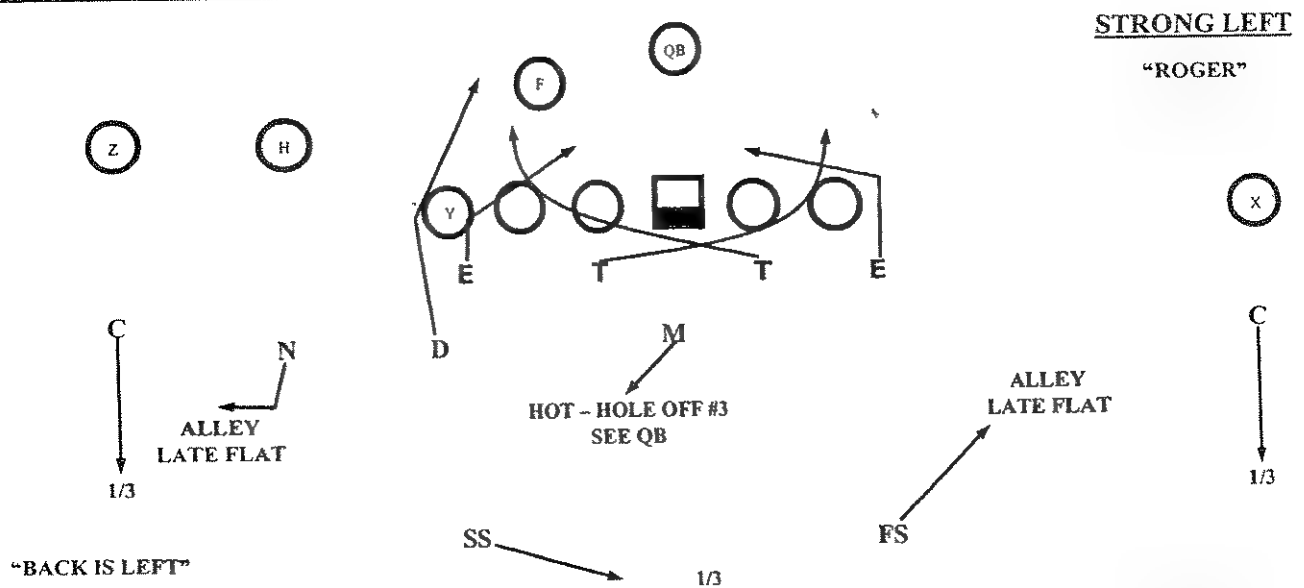
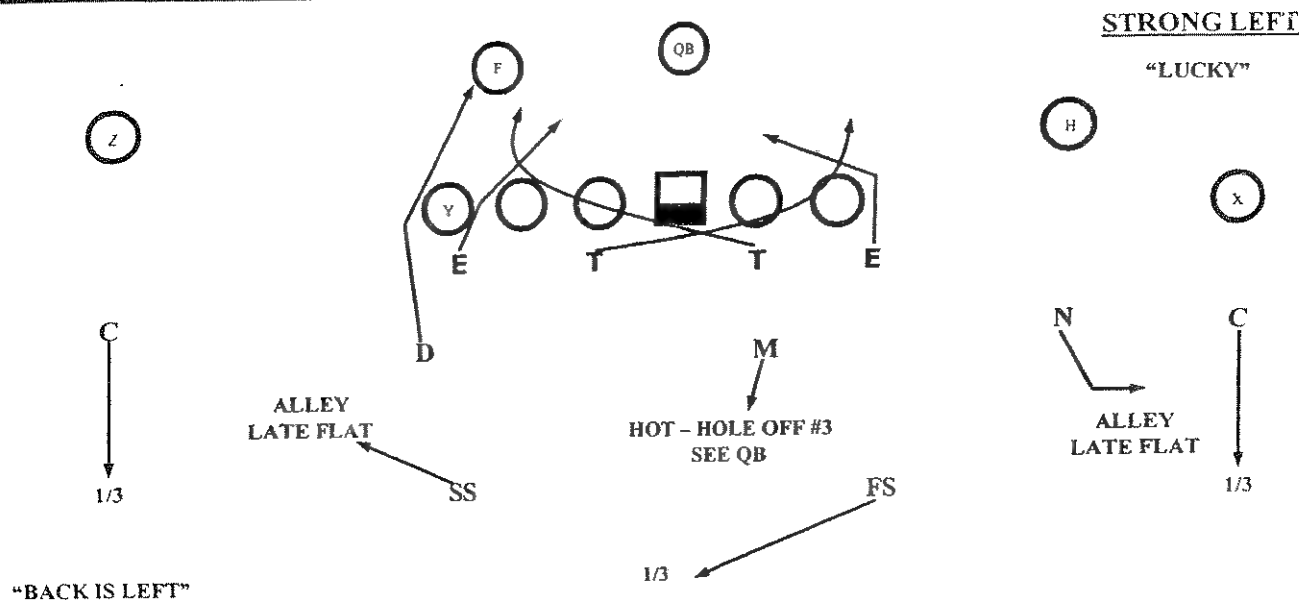
STRONG RIGHT

"BACK IS RIGHT"

SPREAD



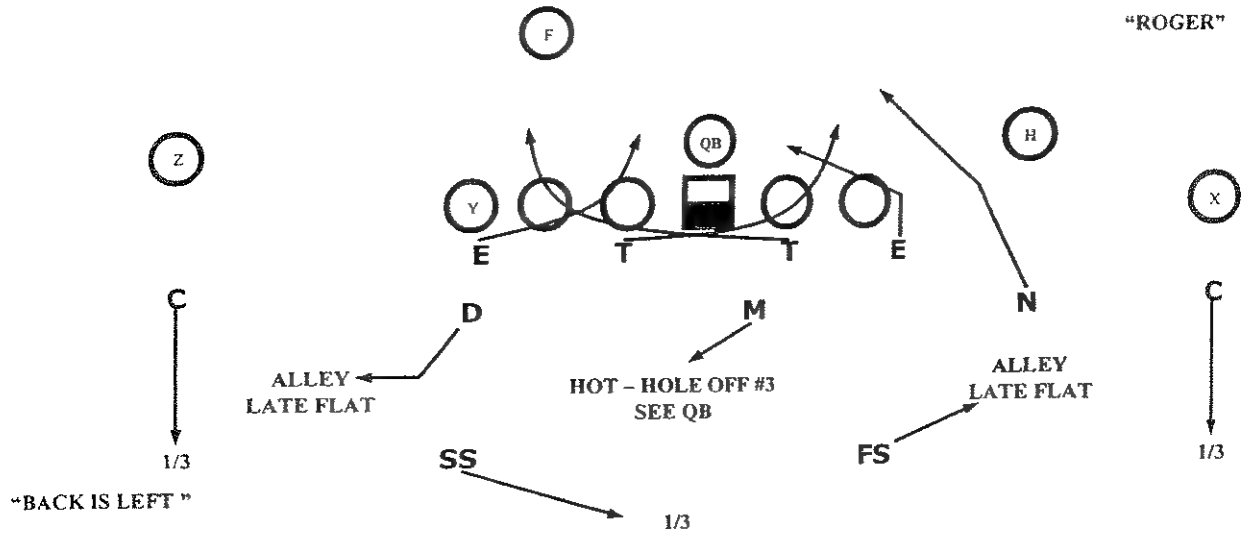
11 PERSONNEL DIME FORMATION



**DIME ZORRO AWAY
(USED VS 10, 11 PSN)**

SPOKE OR NAIL AWAY BACK

"ROGER" / "LUCKY" AWAY FROM BACK

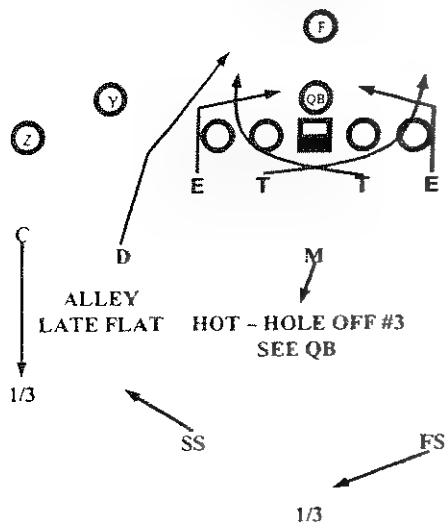


POSITION	ALIGNMENT	RESPONSIBILITY
DIME	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	TO THE BACK: RUSH AND CONTAIN AWAY FROM THE BACK: ALLEY - LATE FLAT ON THE SAME SIDE AS NICKEL: RUSH AND CONTAIN
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	HOT HOLE OFF #3 SEE THE QB
NICKEL	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	TO THE BACK: ALLEY - LATE FLAT AWAY FROM THE BACK: RUSH AND CONTAIN ON THE SAME SIDE AS DIME: ALLEY - LATE FLAT
LEFT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
STRONG SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (TE)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE (OT)	ROGER/LUCKY IF ALLEY DEFENDER HOLD ALLEY THEN LATE FLAT

10 PERSONNEL DIME FORMATION

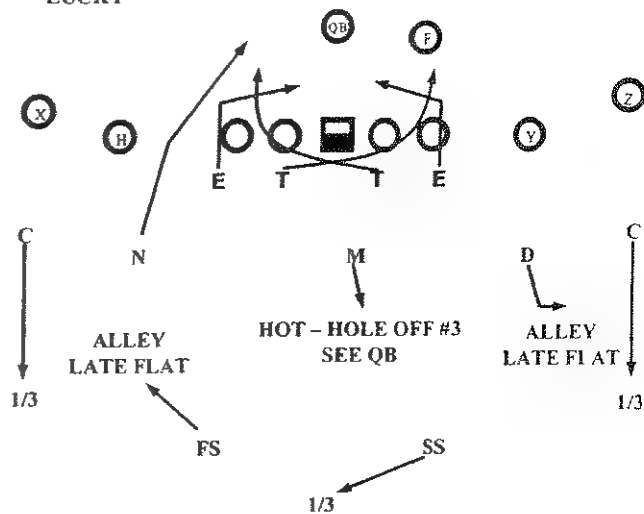
"BACK IN MIDDLE" GAMEPLAN

STRONG LEFT "LUCKY"



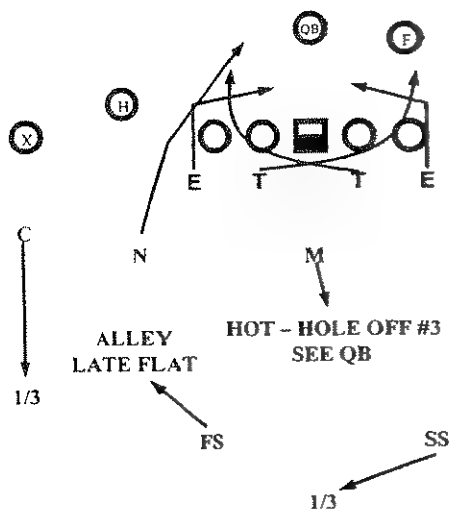
STRONG RIGHT "LUCKY"

"BACK IS RIGHT"



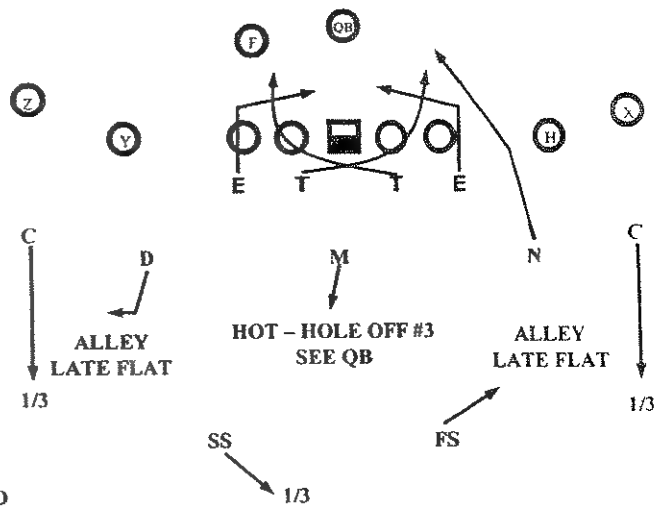
"BACK IS RIGHT"

STRONG RIGHT "LUCKY"



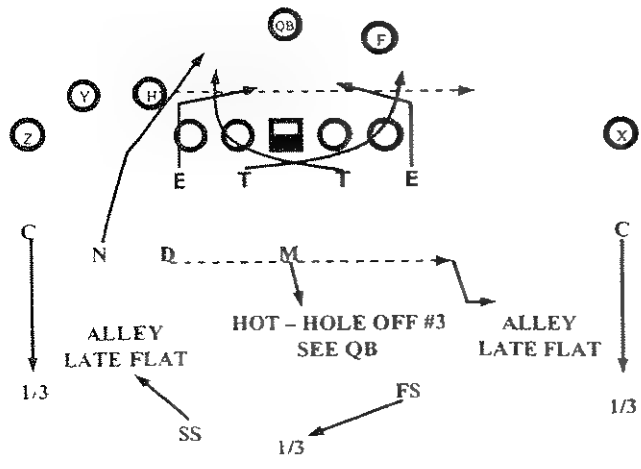
STRONG LEFT "ROGER"

"BACK IS LEFT"



"BACK IS RIGHT"

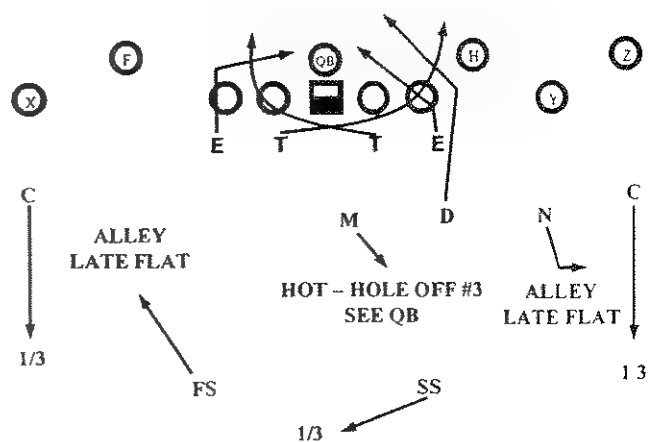
STRONG LEFT "LUCKY"



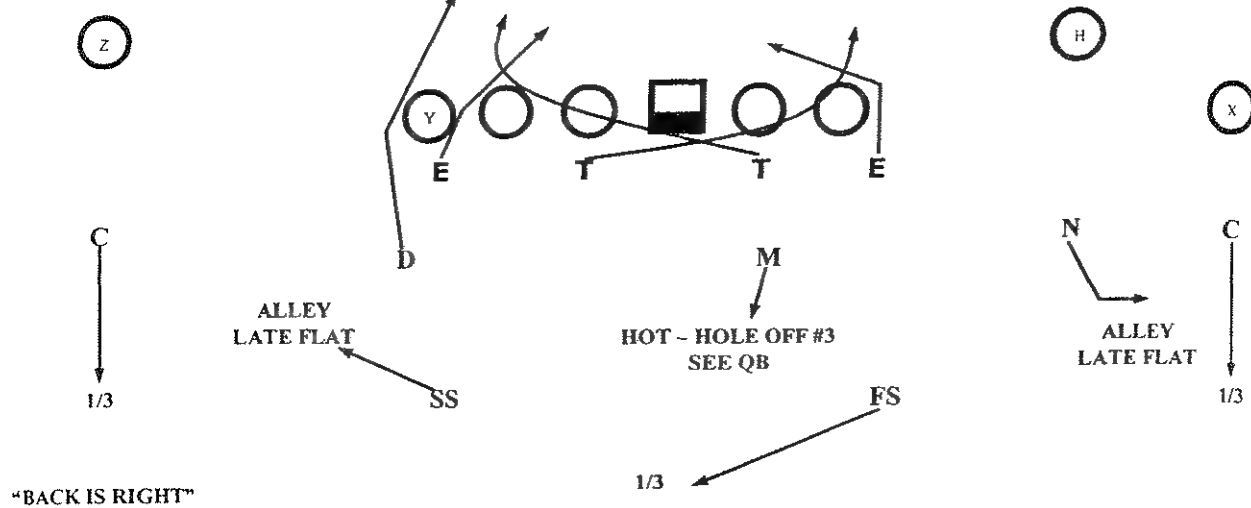
STRONG RIGHT

"BACK IS RIGHT"

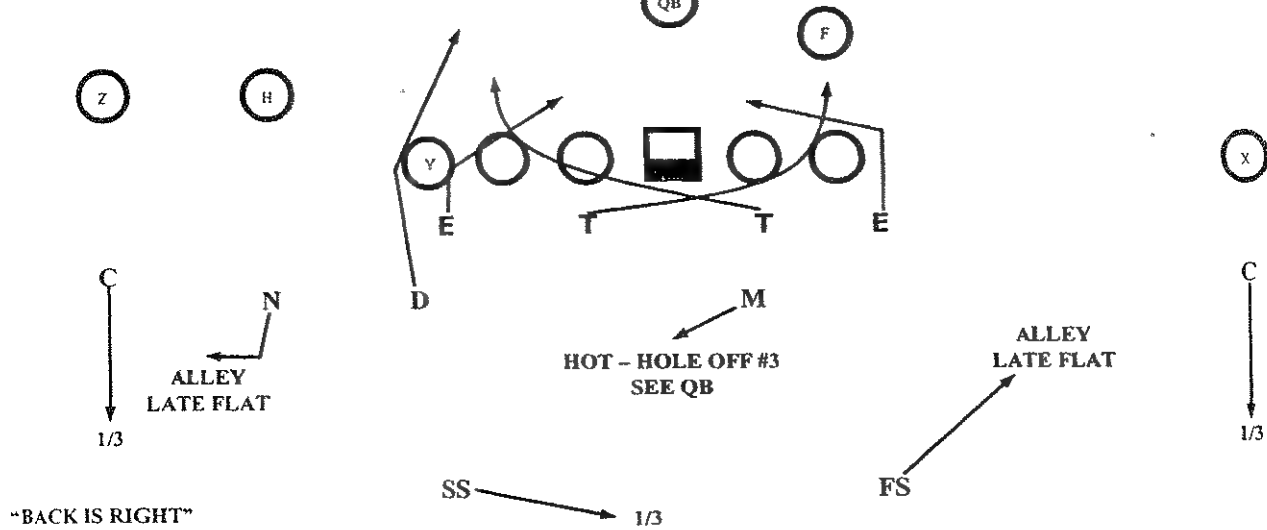
SPREAD "LUCKY"



"LUCKY"

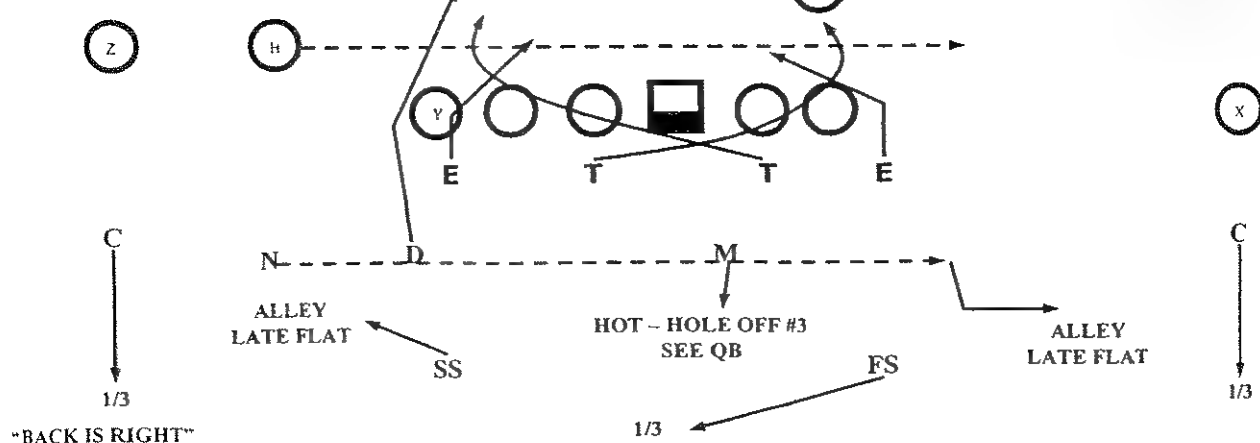


STRONG LEFT

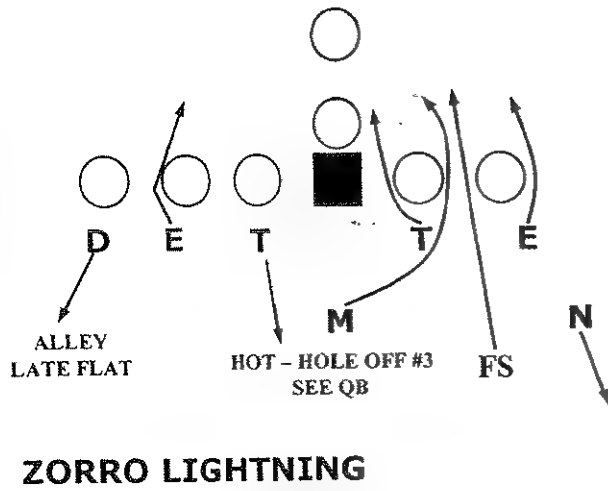
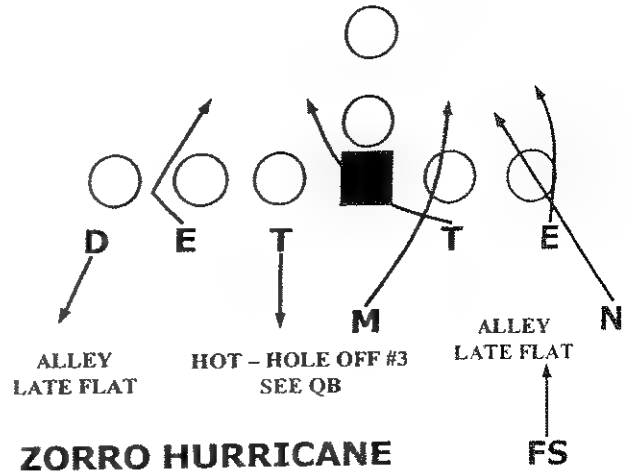
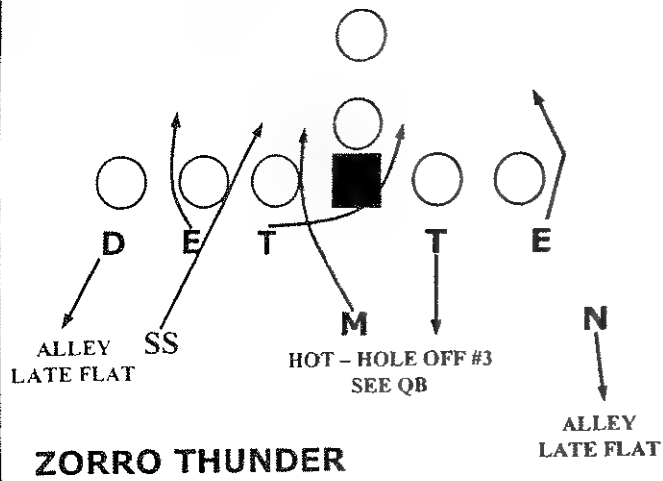


STRONG LEFT

"LUCKY"



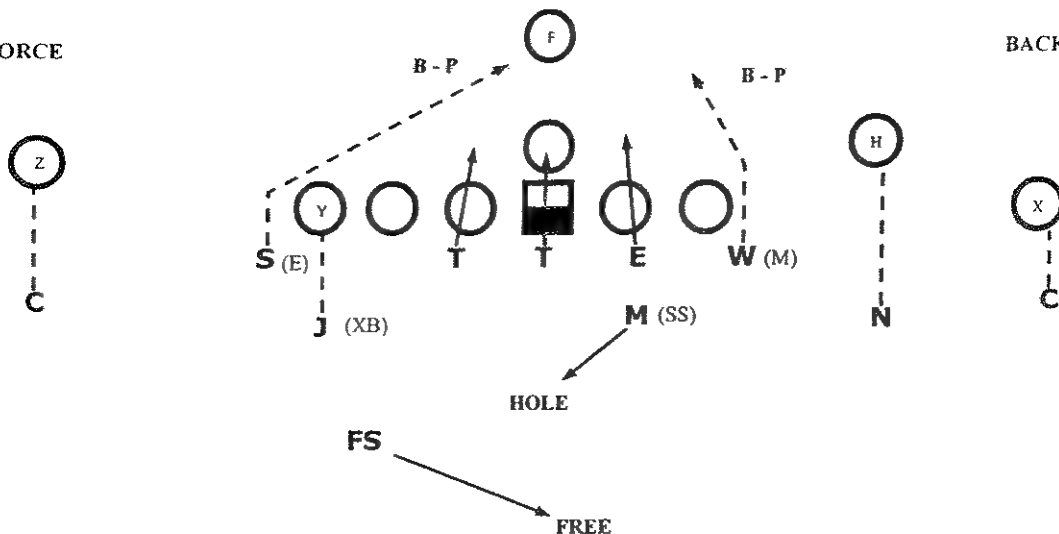
SOME ZORRO DIME FRONTS VS 11 PERSONNEL



NICKEL BEAR ROVER PEEL

BACKER FORCE

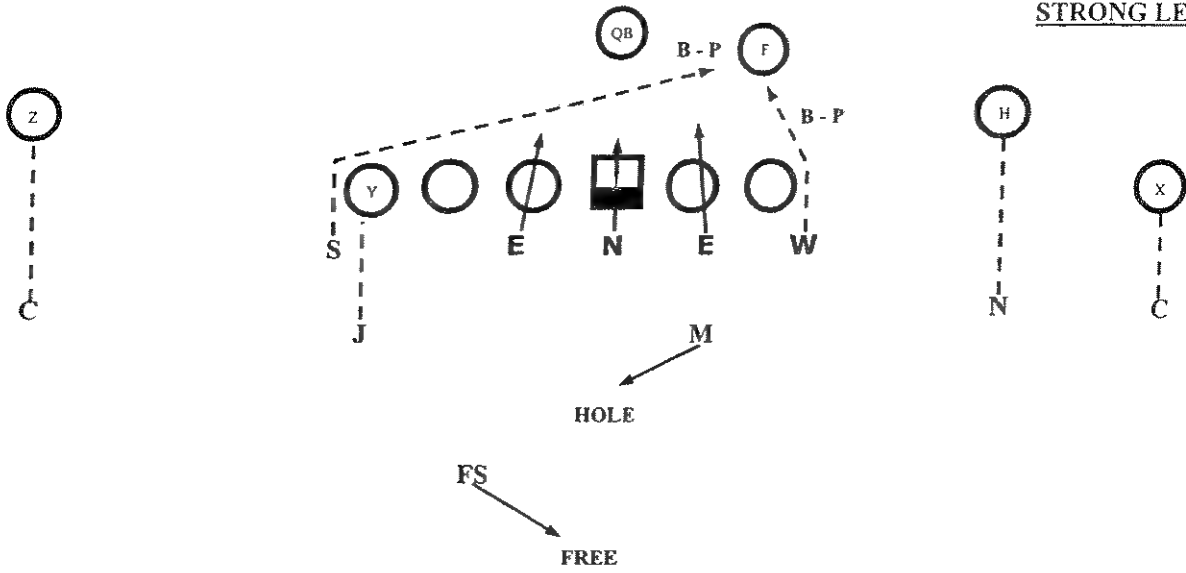
BACKER FORCE



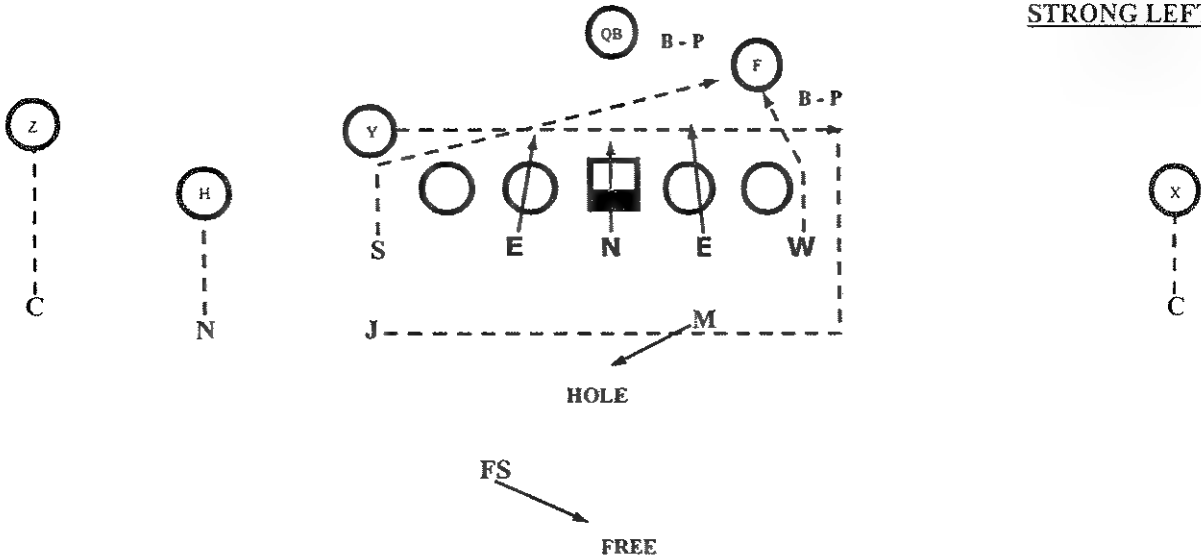
POSITION	ALIGNMENT	RESPONSIBILITY
SAM BACKER	OUTSIDE TE ON L.O.S.	RUSH AND PEEL THE BACK
MIKE (FS)	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	HOLE
NICKEL	HEAD UP BUMP	MAN TO MAN OUTSIDE TECHNIQUE (HAVE DEEP POST HELP)
WILL BACKER	1 ½ YDS OUTSIDE WEAK (OT) ON L.O.S.	RUSH AND PEEL THE BACK
JACK (XB)	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN OUTSIDE TECHNIQUE (HAVE DEEP POST HELP)
LEFT CORNER	HEAD UP BUMP	MAN TO MAN OUTSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN OUTSIDE TECHNIQUE (HAVE DEEP POST HELP)
FREE SAFETY	10 - 12 YDS DEEP (OT) (OG) GAP	DEEP MIDDLE 1/3 HELP ON POST ROUTES

11 PERSONNEL NICKEL FORMATION

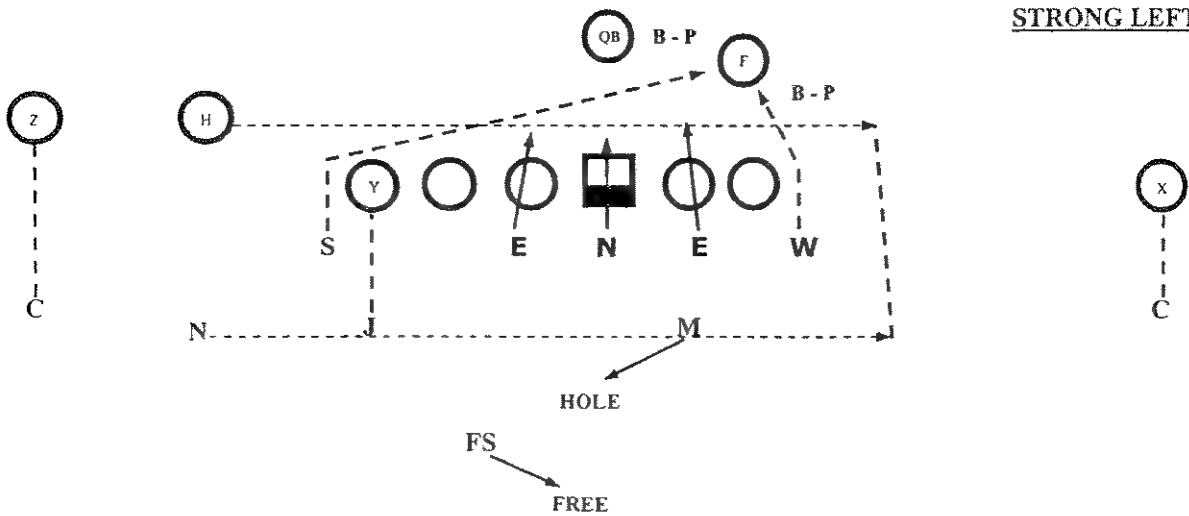
STRONG LEFT



STRONG LEFT



STRONG LEFT

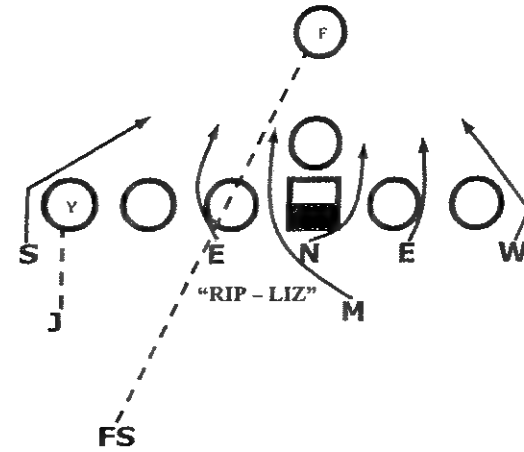
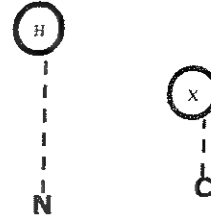


NICKEL BEAR SPLIT MIKE BLITZ

BACKER FORCE



BACKER FORCE

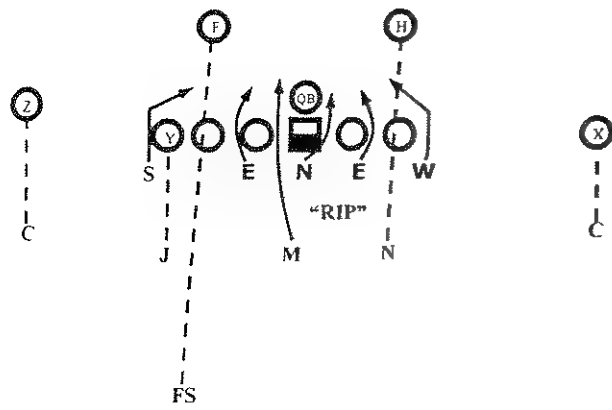


INCH UP AND
TAKE COVERAGE

POSITION	ALIGNMENT	RESPONSIBILITY
SAM BACKER	OUTSIDE TE ON L.O.S.	RUSH AND CONTAIN
MIKE (SS)	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	MAKE "RIP" OR "LIZ" CALL TO NOSE RUSH "A" GAP OPPOSITE NOSE
NICKEL	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (NO DEEP HELP)
WILL BACKER	1 ½ YDS OUTSIDE WEAK (OT) ON L.O.S.	RUSH AND CONTAIN
JACK (XB)	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE (NO DEEP HELP)
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (NO DEEP HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (NO DEEP HELP)
FREE SAFETY	ALIGNMENT TO COVER YOUR MAN	VS 1 BACK - TAKE THE BACK VS 2 BACKS - TAKE MIDDLE BLITZER'S MAN

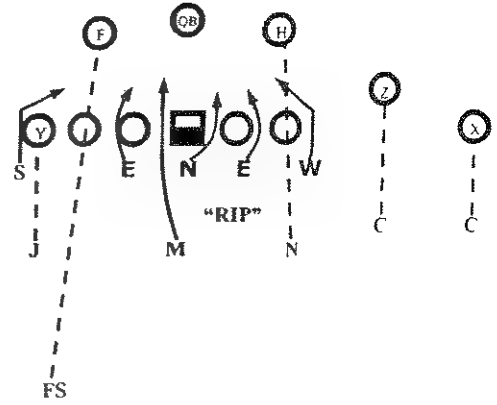
21 PERSONNEL NICKEL FORMATION CATEGORIES

RO



A

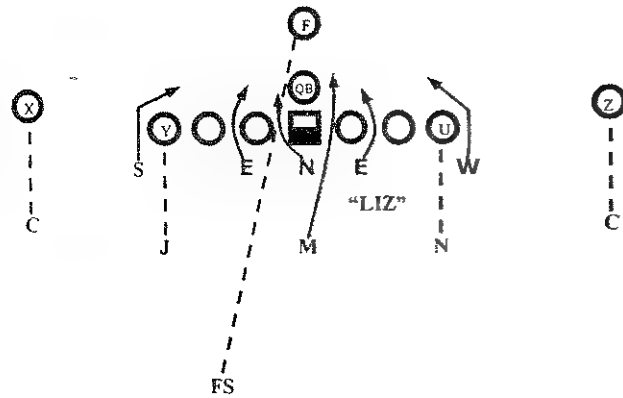
SLOT



B

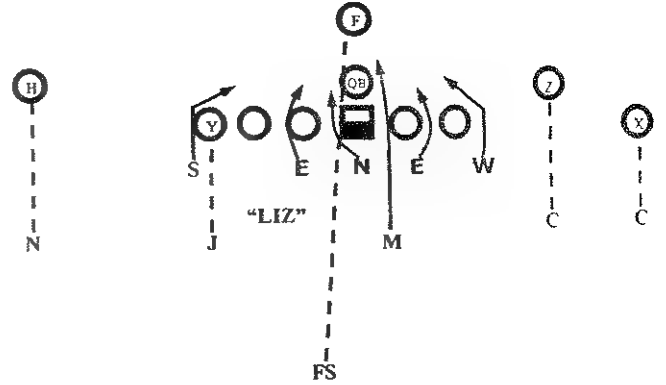
12 PERSONNEL

WHITE ON LEFT (ACE)



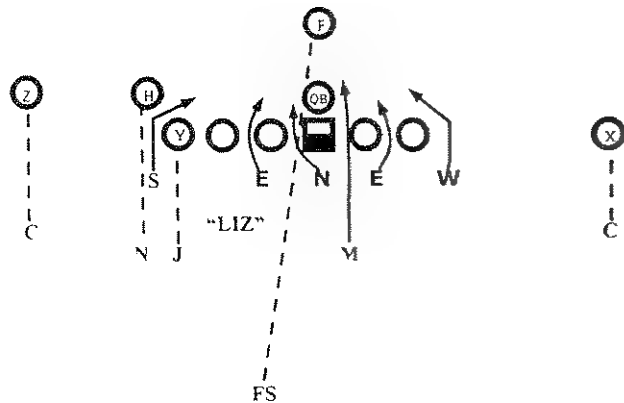
C

BLACK OUT LEFT SLOT



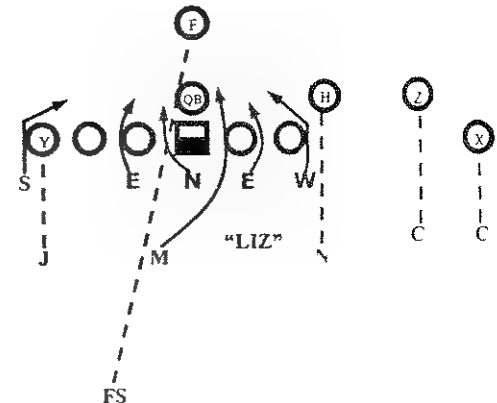
D

BLACK LEFT



E

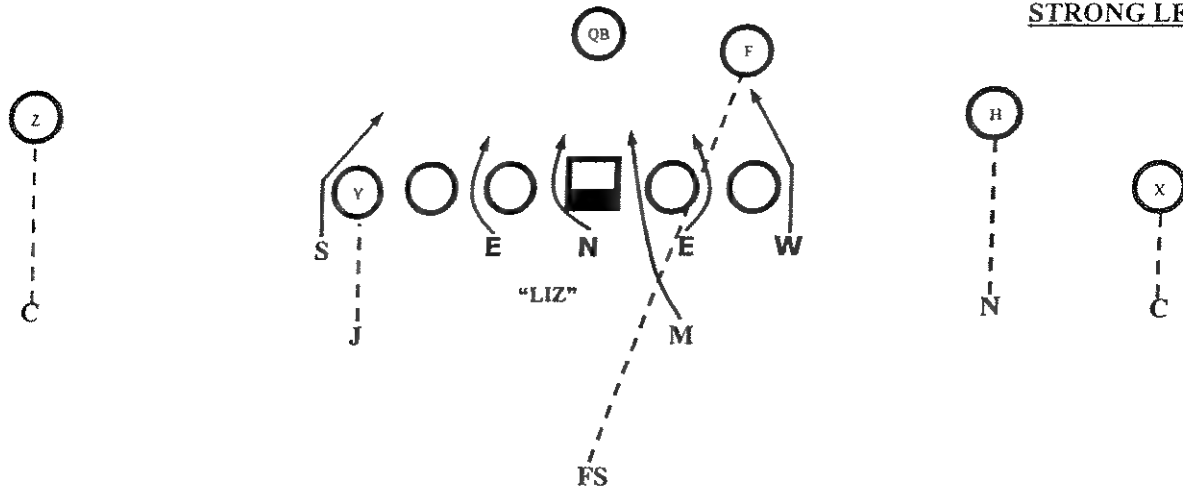
WHITE LEFT SLOT



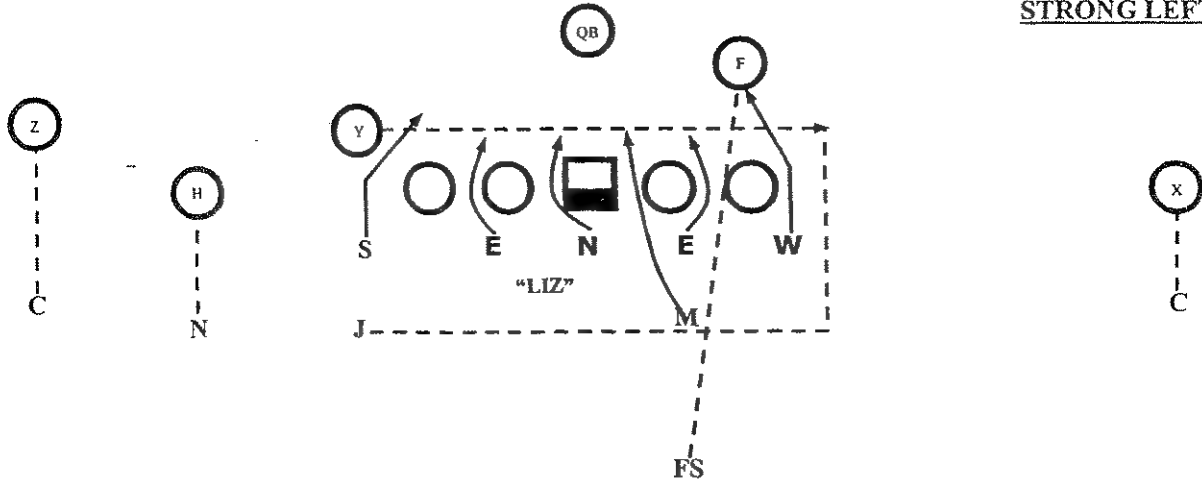
F

11 PERSONNEL NICKEL FORMATION

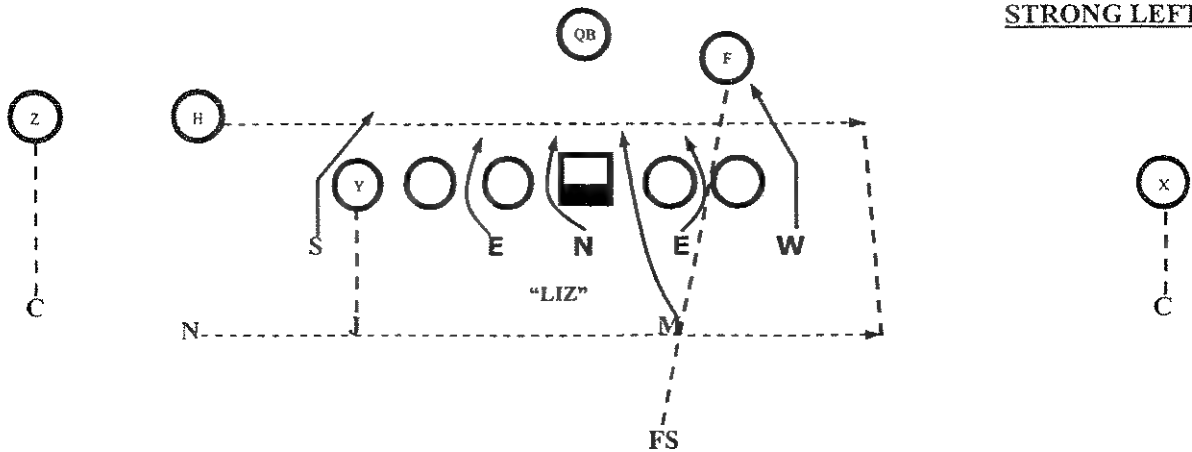
STRONG LEFT



STRONG LEFT

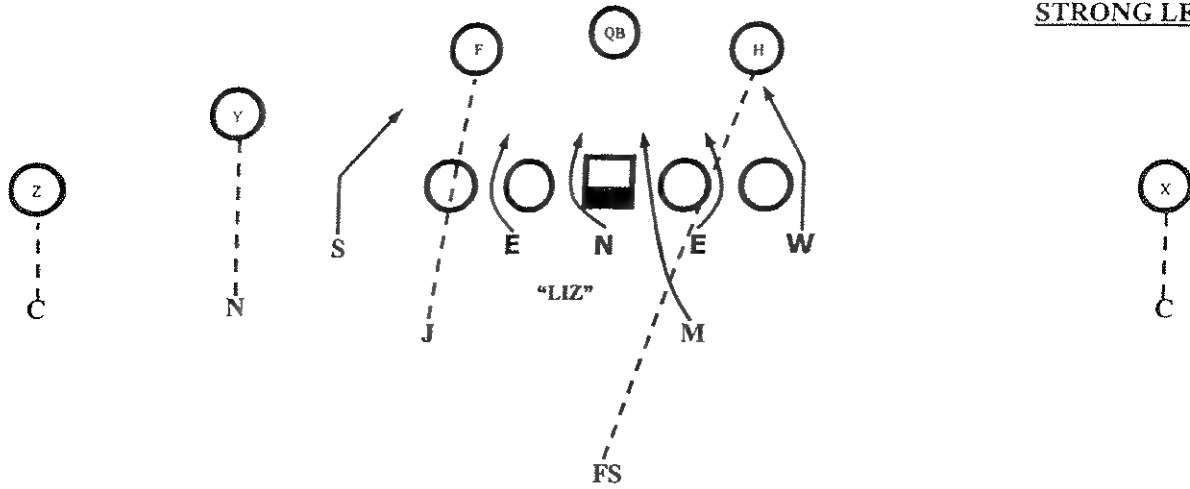


STRONG LEFT

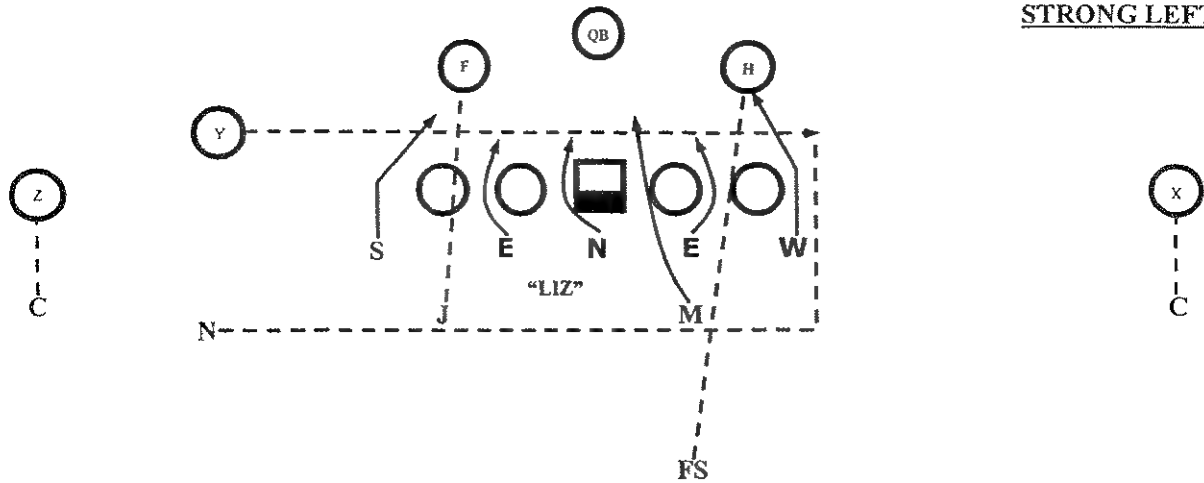


20 PERSONNEL NICKEL FORMATION

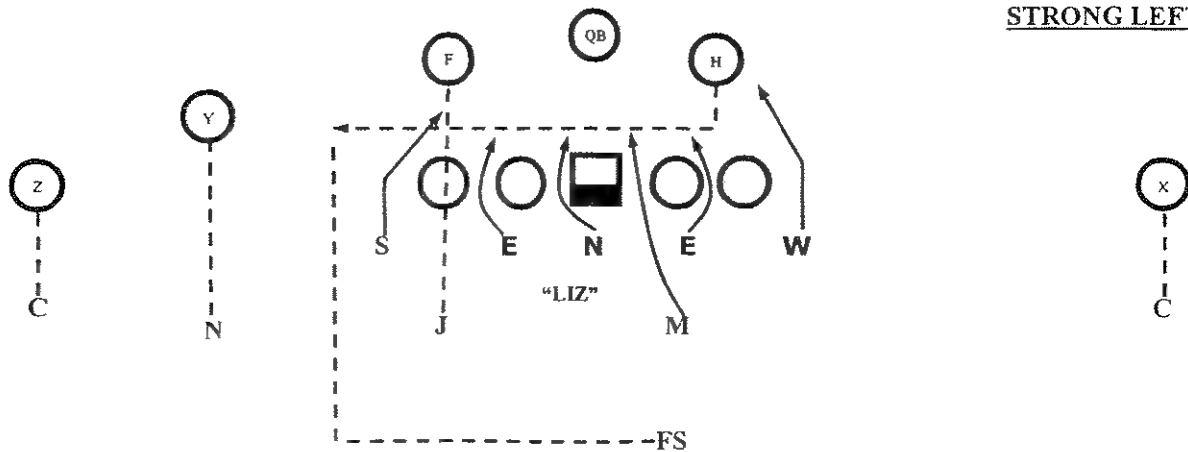
STRONG LEFT



STRONG LEFT



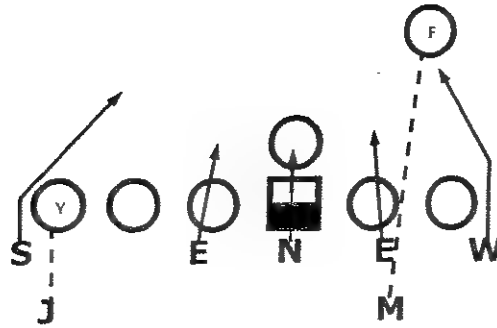
STRONG LEFT



NICKEL BEAR SAM/WILL 1 DOG

BACKER FORCE

BACKER FORCE



FS

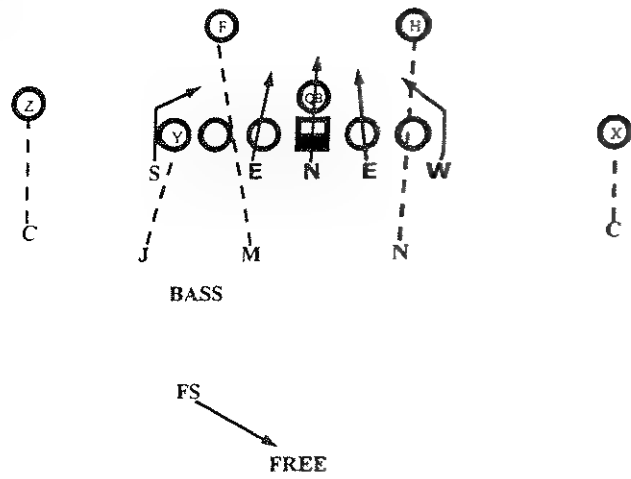
FREE

CP IF AUDIBLE TO GRIZZLY
FRONT IS ALWAYS STRONG LEFT

POSITION	ALIGNMENT	RESPONSIBILITY
SAM BACKER	OUTSIDE TE ON L.O.S.	RUSH AND CONTAIN
MIKE (FS)	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
NICKEL	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
WILL BACKER	1 ½ YDS OUTSIDE WEAK (OT) ON L.O.S.	RUSH AND CONTAIN
JACK (D)	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
STRONG SAFETY	10 - 12 YDS DEEP (OT) (OG) GAP	DEEP MIDDLE 1/3 HELP ON POST ROUTES

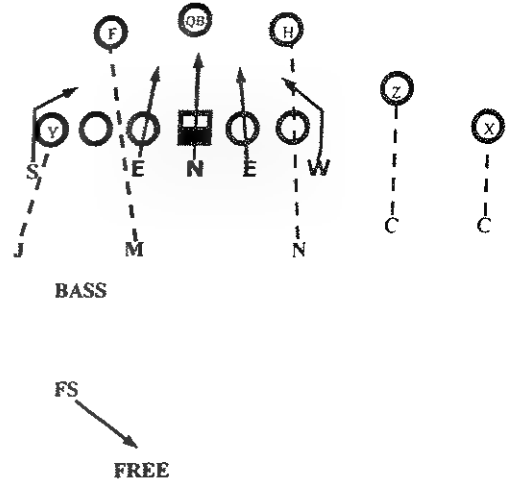
21 PERSONNEL NICKEL FORMATION CATEGORIES

20



A

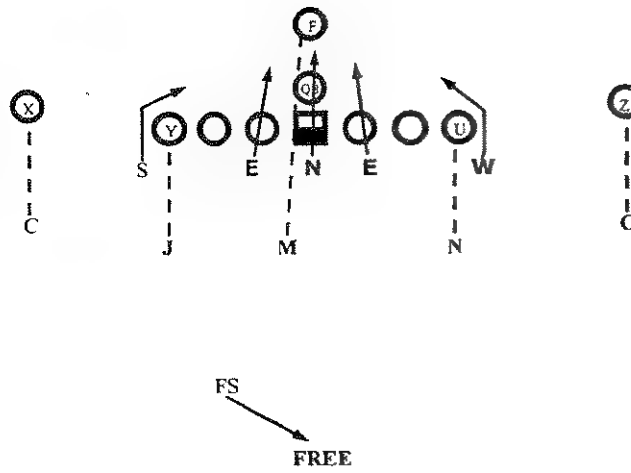
PRO SLOT



B

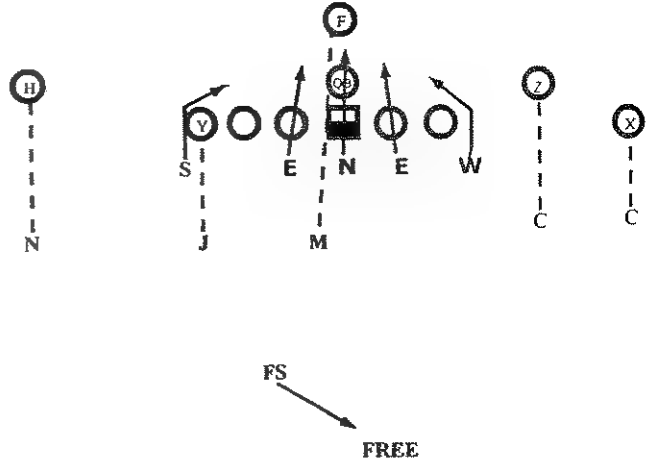
12 PERSONNEL

WHITE ON LEFT (ACE)



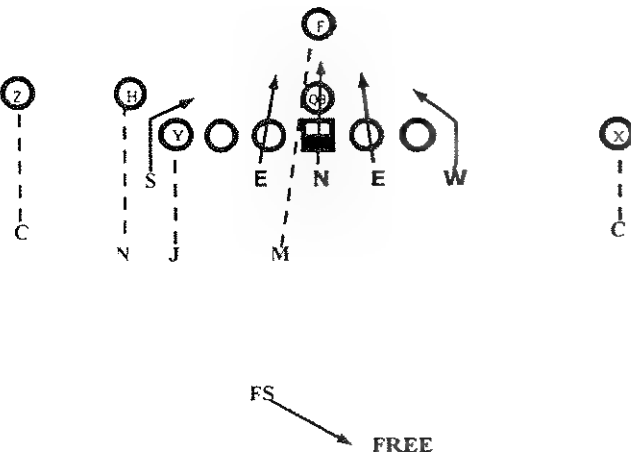
C

BLACK OUT LEFT SLOT



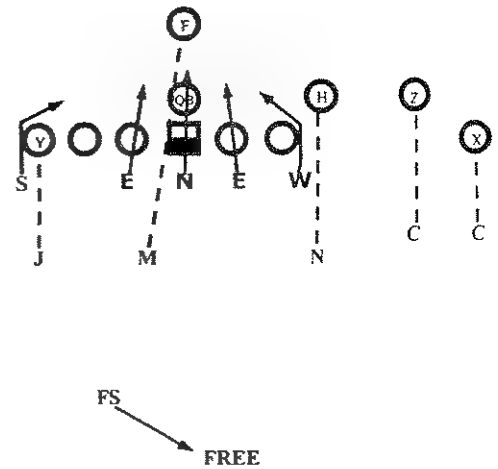
D

BLACK LEFT



E

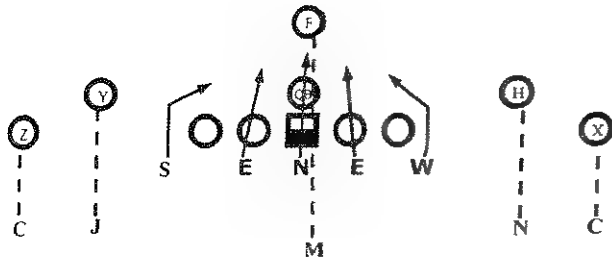
WHITE LEFT SLOT



F

10 PERSONNEL NICKEL FORMATION

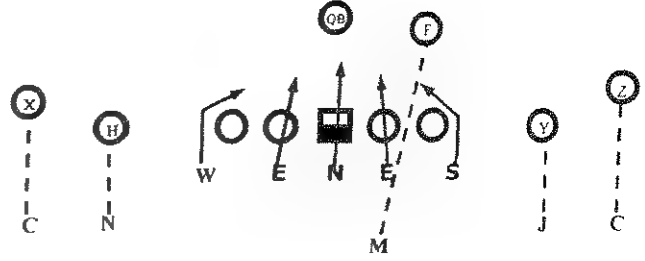
STRONG LEFT



FS
FREE

A

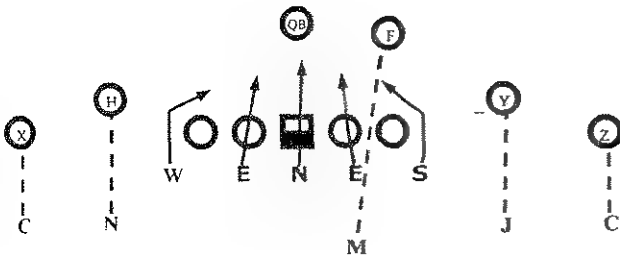
STRONG RIGHT



FS
FREE

B

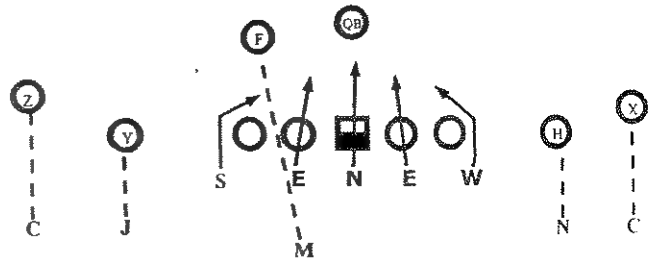
STRONG RIGHT



FS
FREE

C

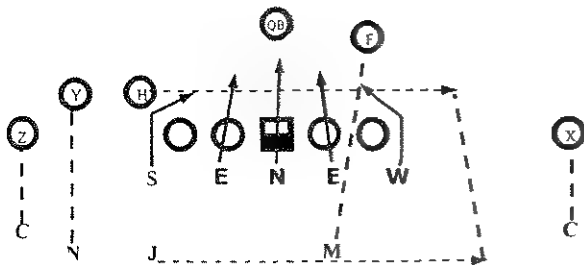
STRONG LEFT



FS
FREE

D

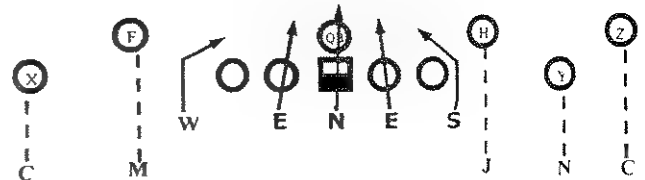
STRONG LEFT



FS
FREE

E

STRONG RIGHT



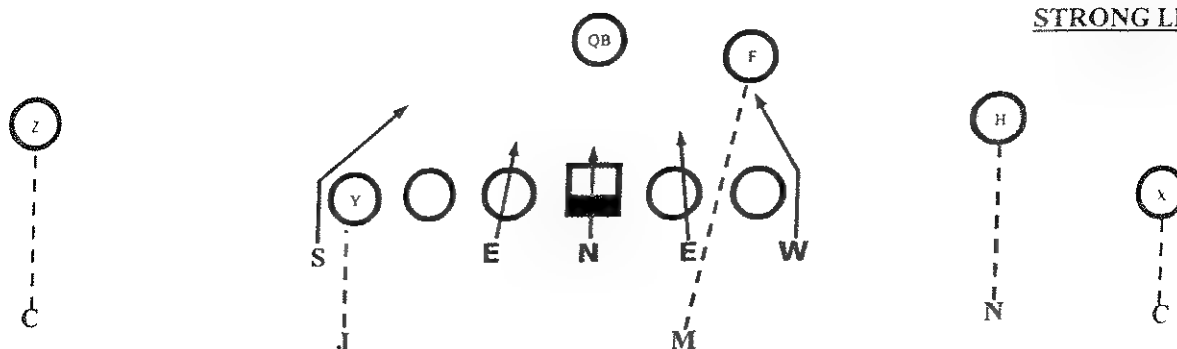
FS
FREE

F

SPREAD

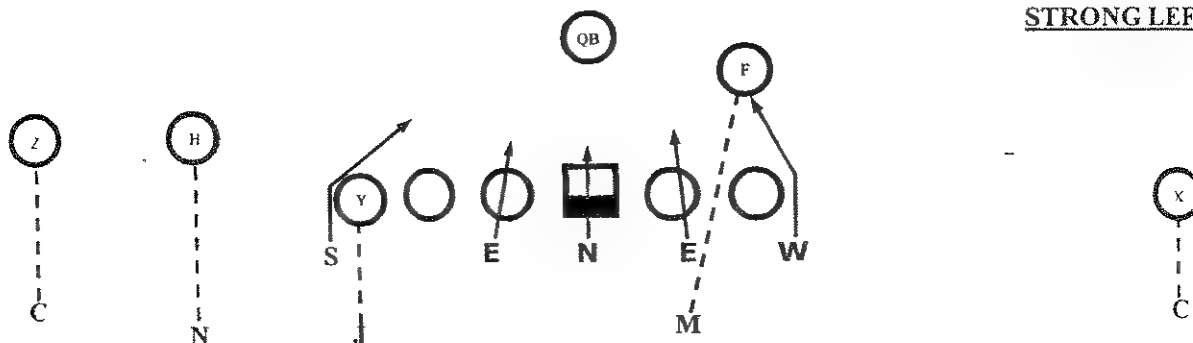
11 PERSONNEL NICKEL FORMATION

STRONG LEFT



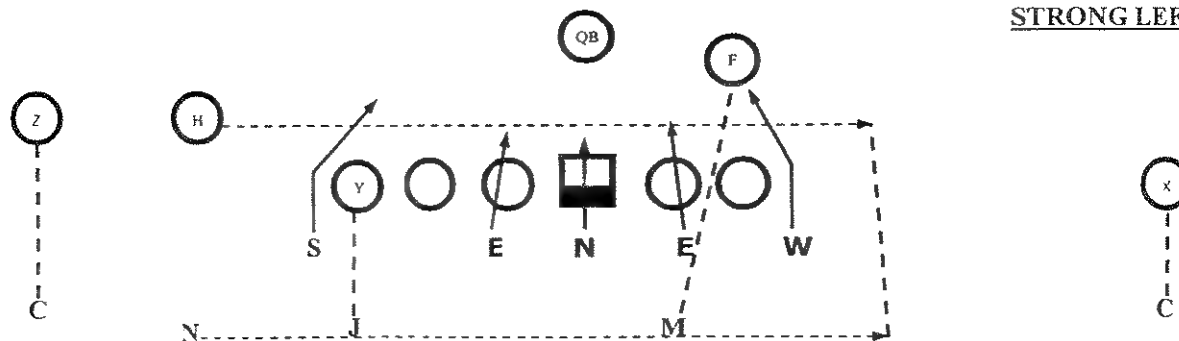
FS
FREE

STRONG LEFT



FS
FREE

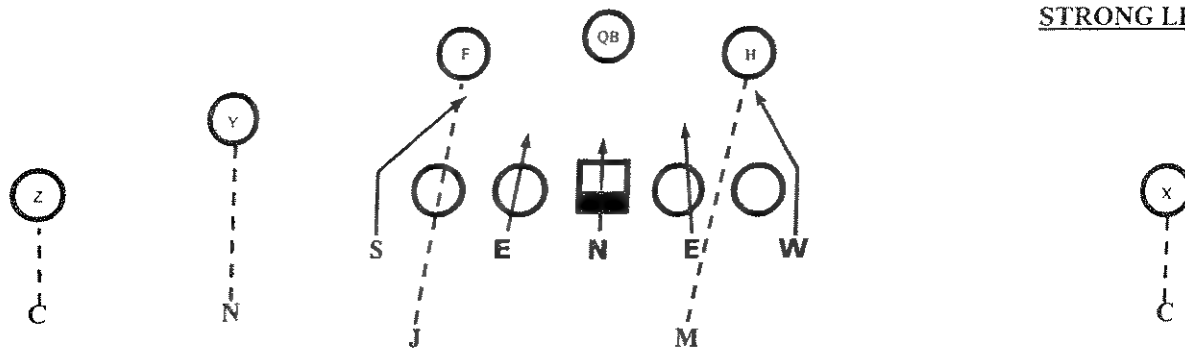
STRONG LEFT



FS
FREE

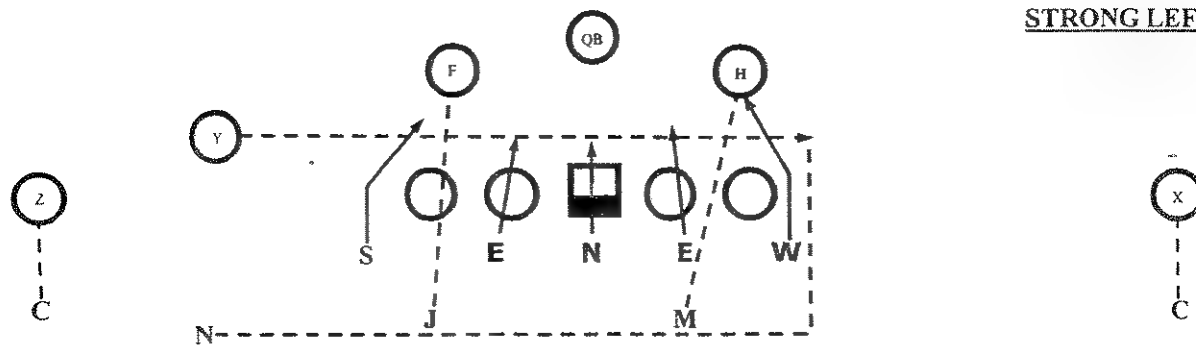
20 PERSONNEL NICKEL FORMATION

STRONG LEFT



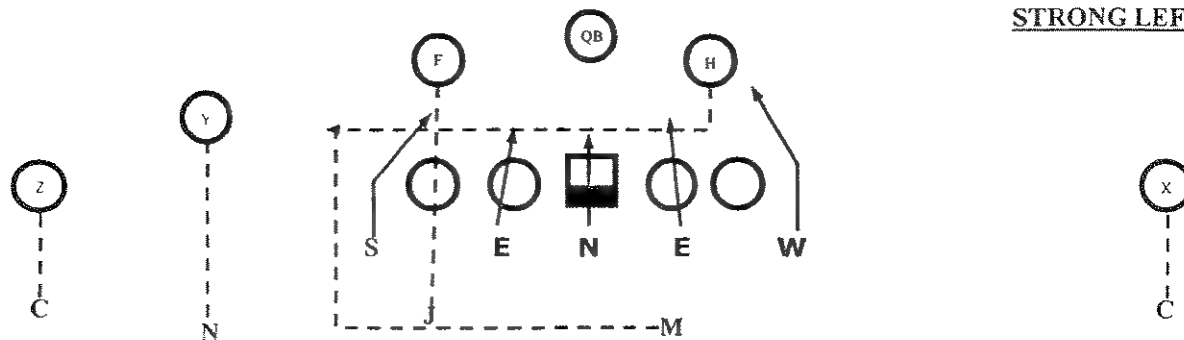
FS
FREE

STRONG LEFT



FS
FREE

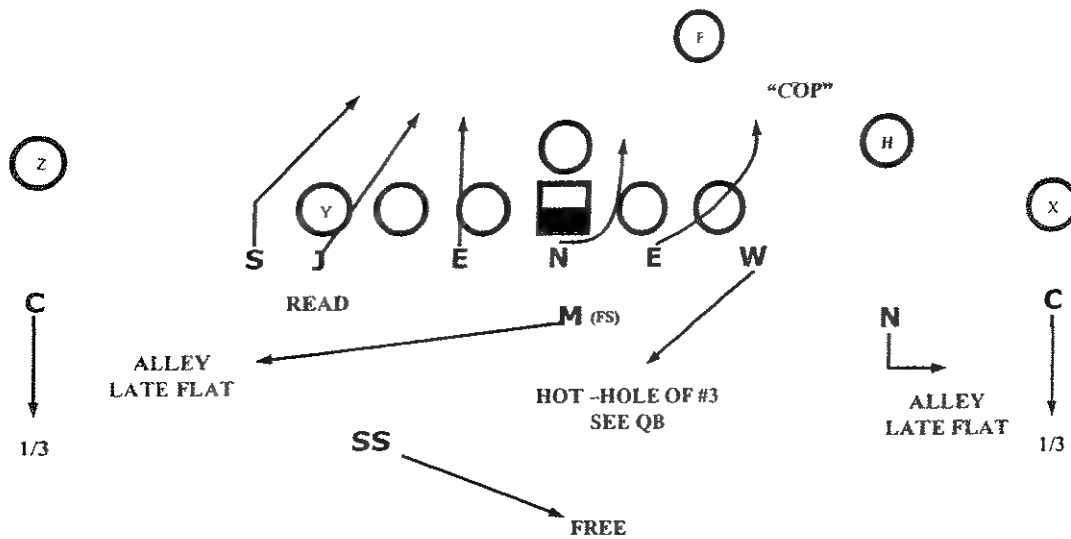
STRONG LEFT



FS
FREE

POSITION	ALIGNMENT	RESPONSIBILITY
SAM BACKER	OUTSIDE TE ON L.O.S.	RUSH AND PEEL THE BACK
MIKE (FS)	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	RUSH
NICKEL	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
WILL BACKER	1 ½ YDS OUTSIDE WEAK (OT) ON L.O.S.	RUSH AND PEEL THE BACK
JACK (XB)	ALIGNMENT TO COVER YOUR MAN	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
STRONG SAFETY	10 - 12 YDS DEEP (OT) (OG) GAP	DEEP MIDDLE 1/3 HELP ON POST ROUTES

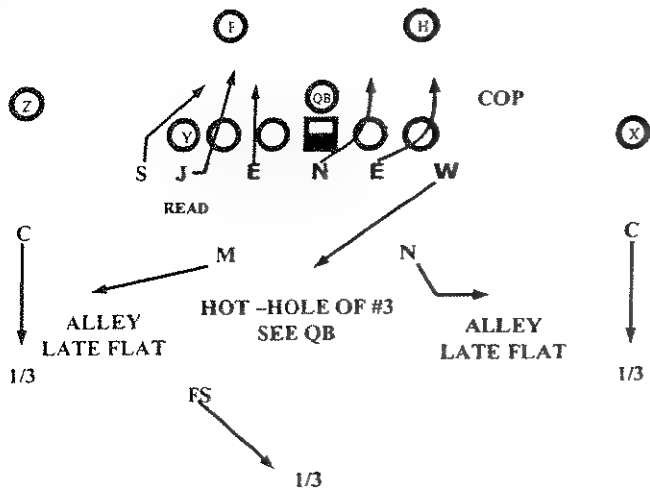
NICKEL BEAR ZORRO JACK/SAM COP
(USED VS 21,12 11 PSN)



POSITION	ALIGNMENT	RESPONSIBILITY
SAM BACKER	HEAD UP ON TE	RUSH AND READ BLOCKING SCHEME
MIKE (FS)	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	ALLEY - LATE FLAT IF CHECK SAM ZONE - BAY DROP
NICKEL	HEAD UP BUMP	ALLEY - LATE FLAT IF CHECK SAM ZONE - BAY DROP
WILL BACKER	1 ½ YDS OUTSIDE WEAK (OT) ON L.O.S.	HOT - HOLE OFF #3 SEE QB IF CHECK SAM ZONE - BAY DROP
JACK (XB)	1 ½ YDS OUTSIDE THE TE ON THE L.O.S.	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
LEFT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	HEAD UP BUMP	ZONE DEEP OUTSIDE 1/3
STRONG SAFETY	10 - 12 YDS DEEP (OT) (OG) GAP	ZONE DEEP MIDDLE 1/3

21 PERSONNEL NICKEL FORMATION CATEGORIES

10

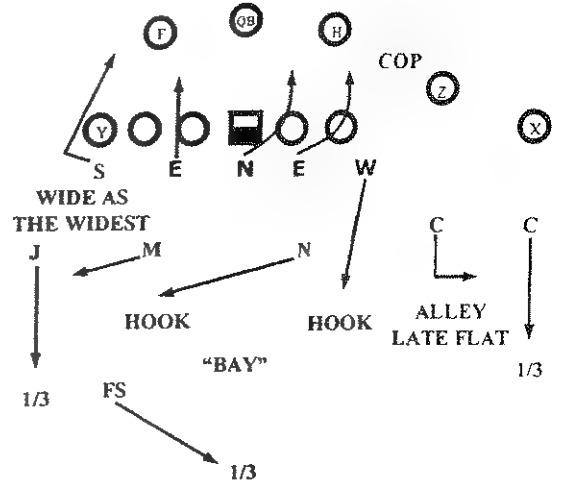


A

SLOT

CHECK BEAR SAM ZONE

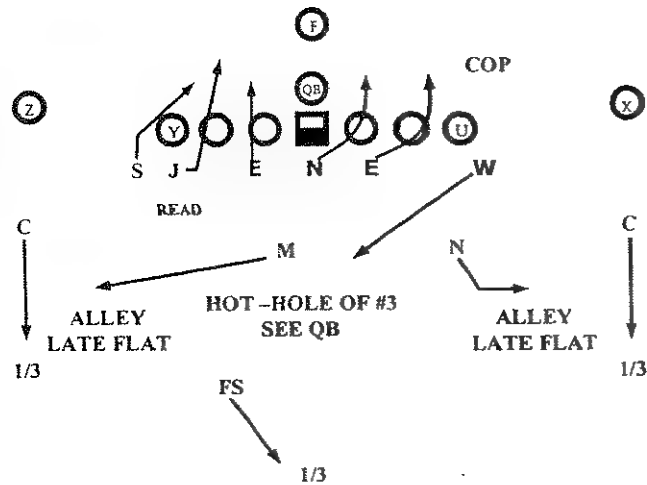
"ROGER"



B

12 PERSONNEL

WHITE ON LEFT (ACE)

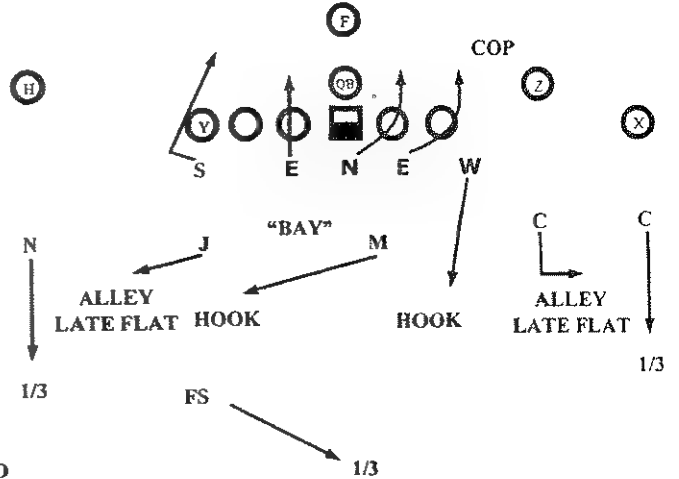


C

BLACK OUT LEFT SLOT

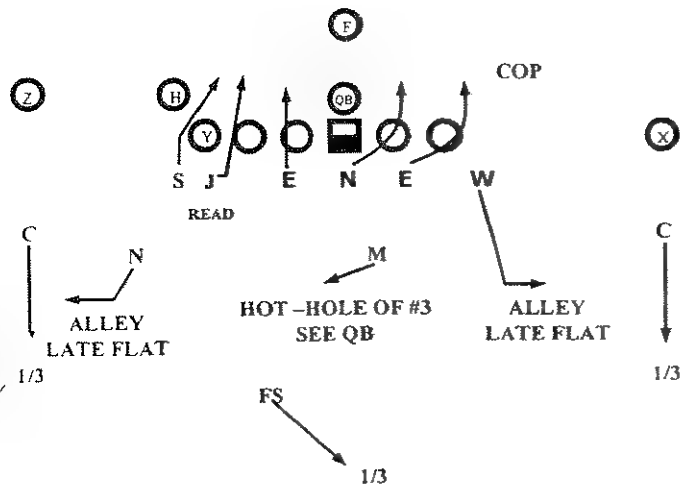
CHECK BEAR SAM ZONE

"ROGER"



D

BLACK LEFT

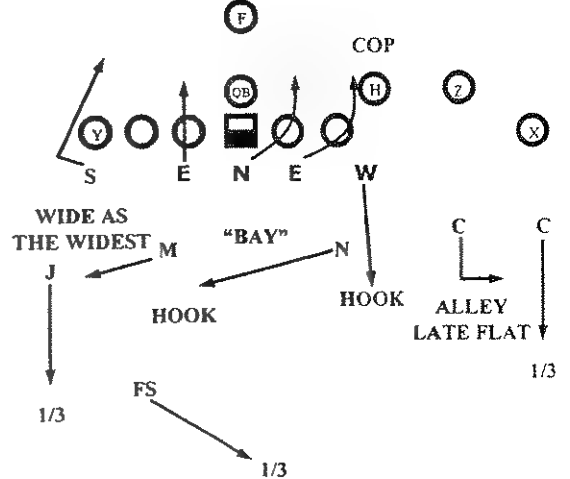


E

WHITE LEFT SLOT

CHECK BEAR SAM ZONE

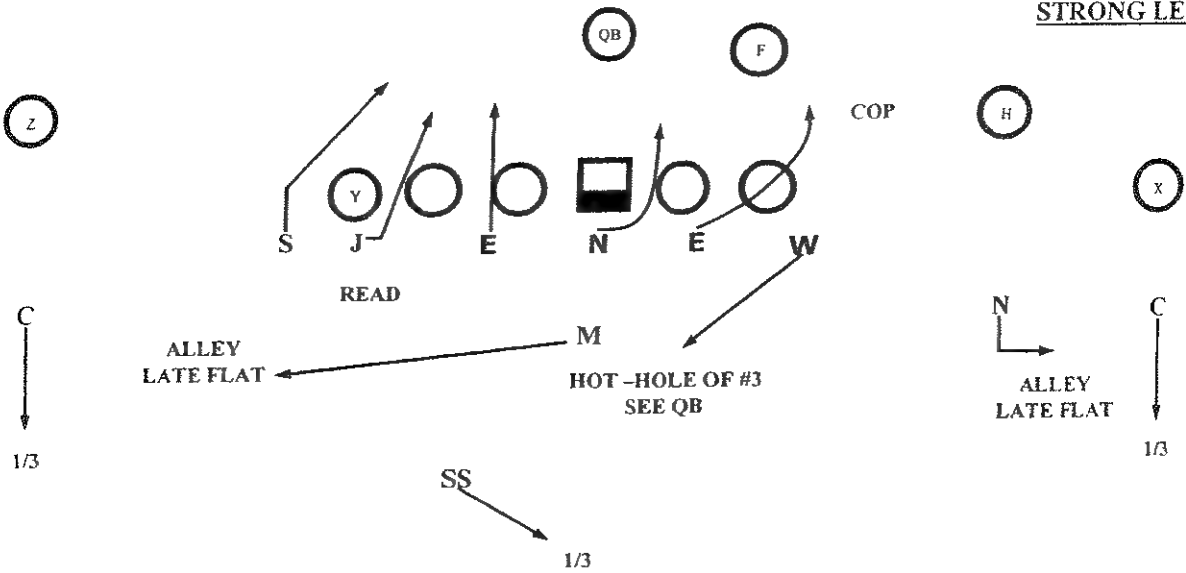
"ROGER"



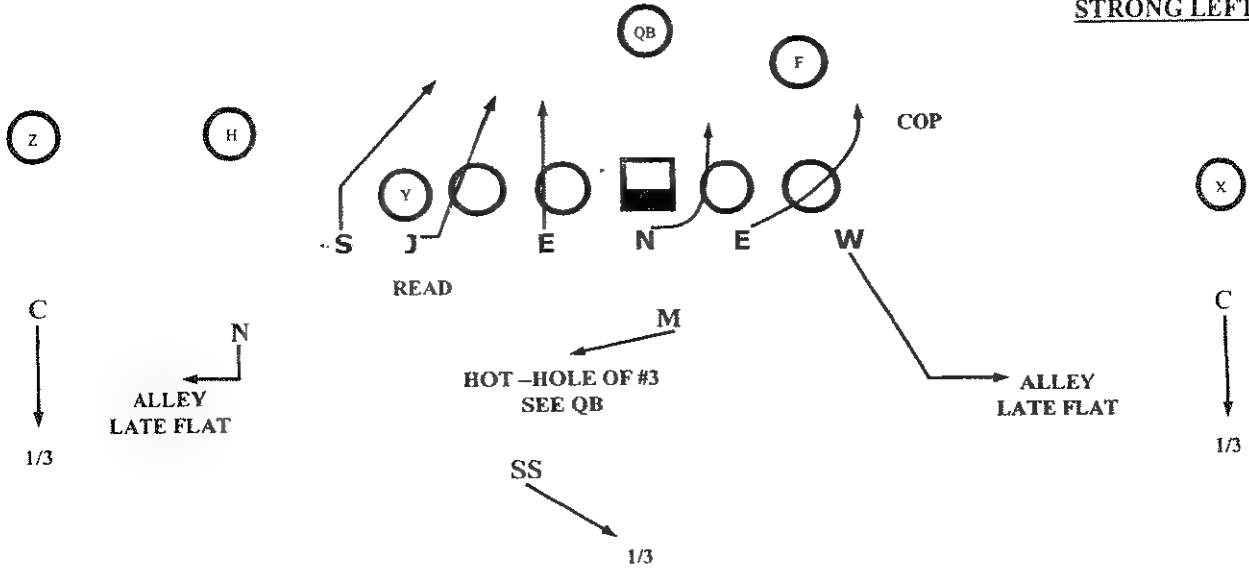
F

11 PERSONNEL NICKEL FORMATION

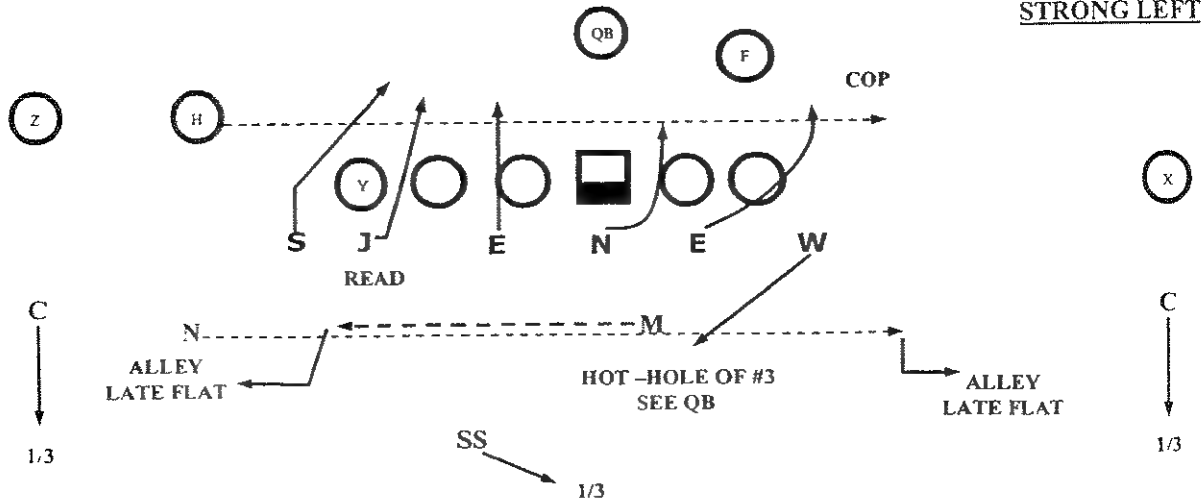
STRONG LEFT



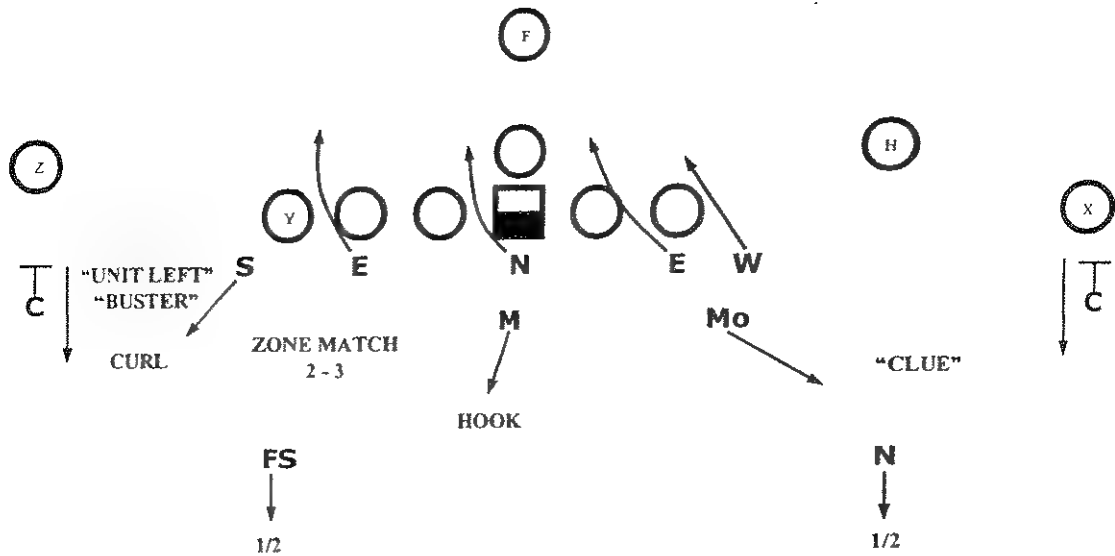
STRONG LEFT



STRONG LEFT

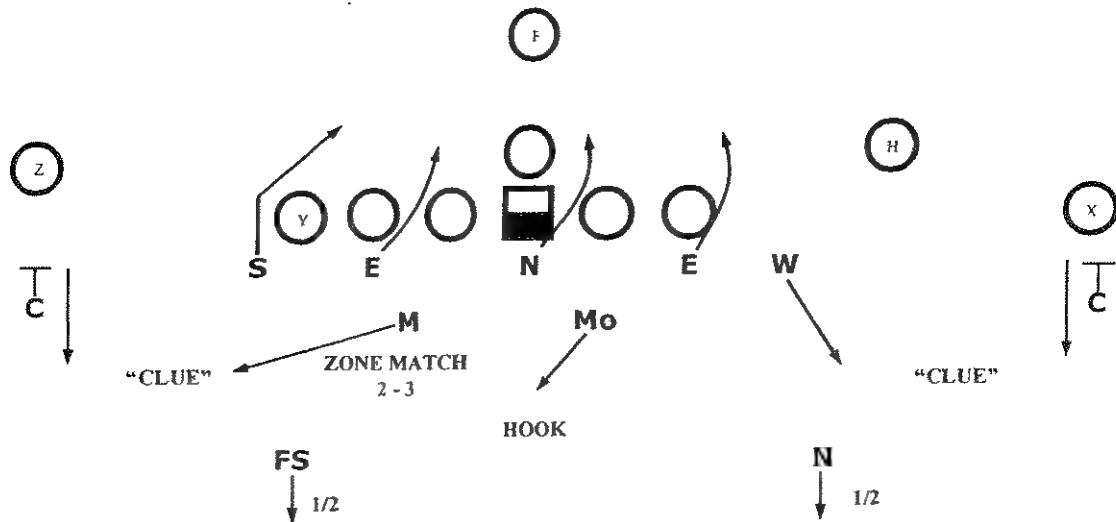


SINGLE WILL COVER 2



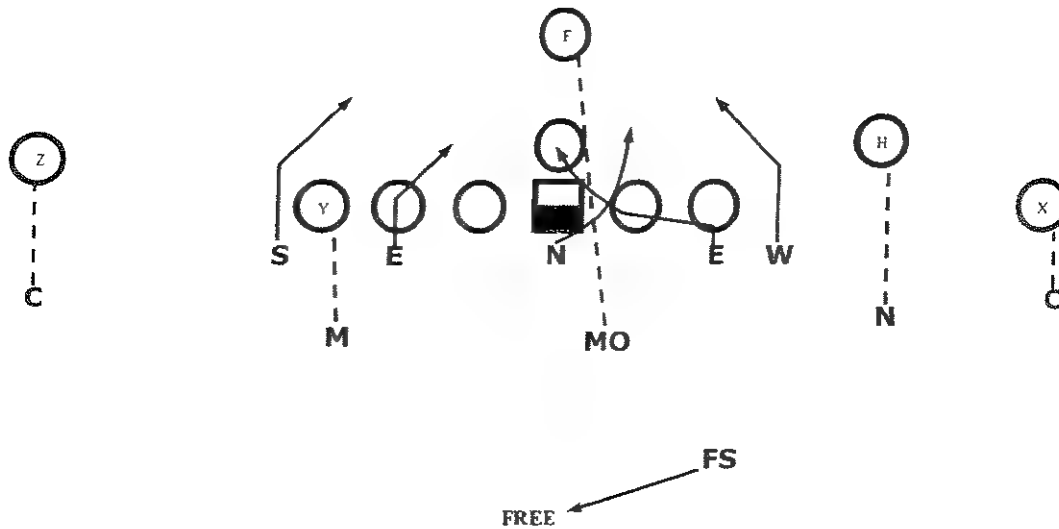
POSITION	ALIGNMENT	RESPONSIBILITY
SAM	STRONG SIDE OF CORE	"UNIT RULE" WITH MIKE (DUO) MATCH
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	DROP ACCORDING TO THE RELEASE OF THE BACK "UNIT RULE" - STRONG
MO	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	CLUE WITH CORNER
WILL	WEAK SIDE OF CORE	RUSH AND CONTAIN
LEFT CORNER	ALIGN OUTSIDE SHADE OF #1	FORCE #1 INSIDE - CLUE #2 ZONE
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	FORCE #1 INSIDE - CLUE #2 WITH MO ZONE
NICKEL	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2
FREE SAFETY	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2

SINGLE SAM COVER 2



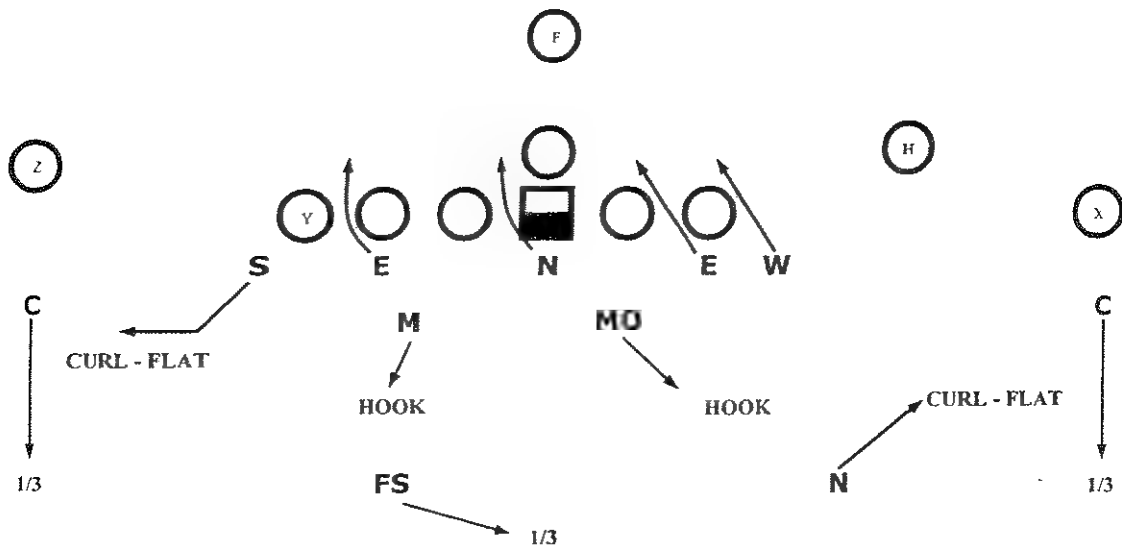
POSITION	ALIGNMENT	RESPONSIBILITY
SAM	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	RUSH AND CONTAIN
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	CLUE WITH CORNER
MO	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	DROP TO THE HOOK OFF #3
WILL	WEAK SIDE OF CORE	CLUE WITH CORNER
LEFT CORNER	ALIGN OUTSIDE SHADE OF #1	FORCE #1 INSIDE – CLUE WITH MIKE ZONE
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	FORCE #1 INSIDE – CLUE #2 WITH WILL ZONE
NICKEL	10 – 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2
FREE SAFETY	10 – 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE 1/2

SINGLE SAM & WILL JET 1 DOG



POSITION	ALIGNMENT	RESPONSIBILITY
SAM	STRONG SIDE OF CORE	RUSH AND CONTAIN
MIKE	ALIGNMENT TO SHOW NORMAL COVERAGE	COVER TE MAN TO MAN
MO	ALIGNMENT TO SHOW NORMAL COVERAGE	COVER BACK MAN TO MAN
WILL	WEAK SIDE OF CORE	RUSH AND CONTAIN
LEFT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
RIGHT CORNER	HEAD UP BUMP	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
NICKEL	HEAD UP BUMP ALIGNMENT MAY VARY	MAN TO MAN INSIDE TECHNIQUE (HAVE DEEP POST HELP)
FREE SAFETY	8 - 10 YDS DEEP WEAK (OT)	DEEP 1/3 HELP ON POST ROUTES

SINGLE H RUSH COVER 3

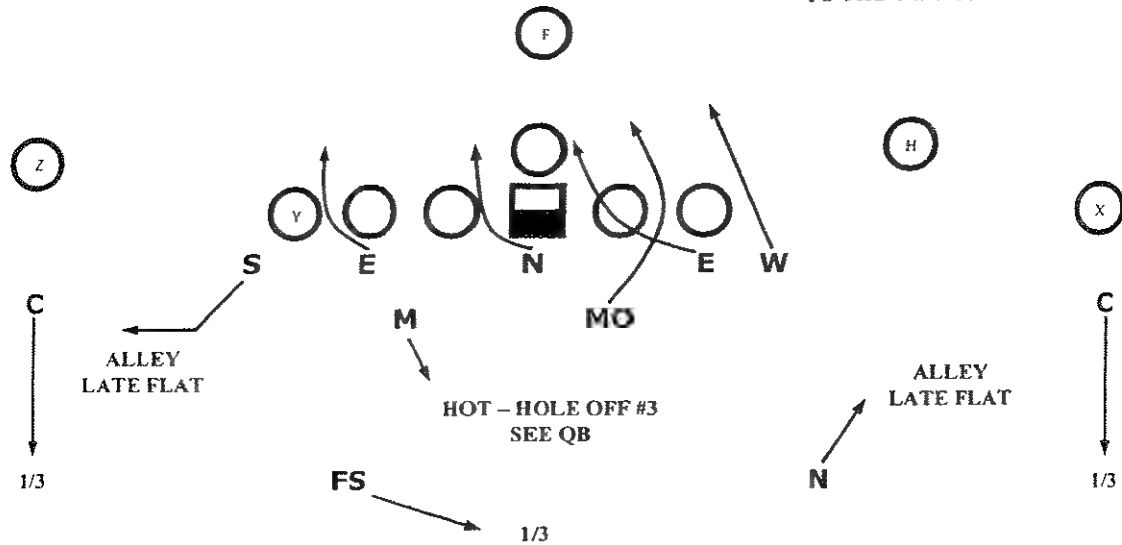


POSITION	ALIGNMENT	RESPONSIBILITY
SAM	STRONG SIDE OF CORE	H WEAK = CURL - FLAT H STRONG = RUSH
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	DROP STRONG HOOK
MO	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	DROP WEAK HOOK
WILL	WEAK SIDE OF CORE	H STRONG = CURL - FLAT H WEAK = RUSH
LEFT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1/3
NICKEL	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	DROP CURL - FLAT
FREE SAFETY	10 - 12 YDS DEEP (OG) (OT) GAP	ZONE DEEP MIDDLE 1/3

SINGLE ZORRO H

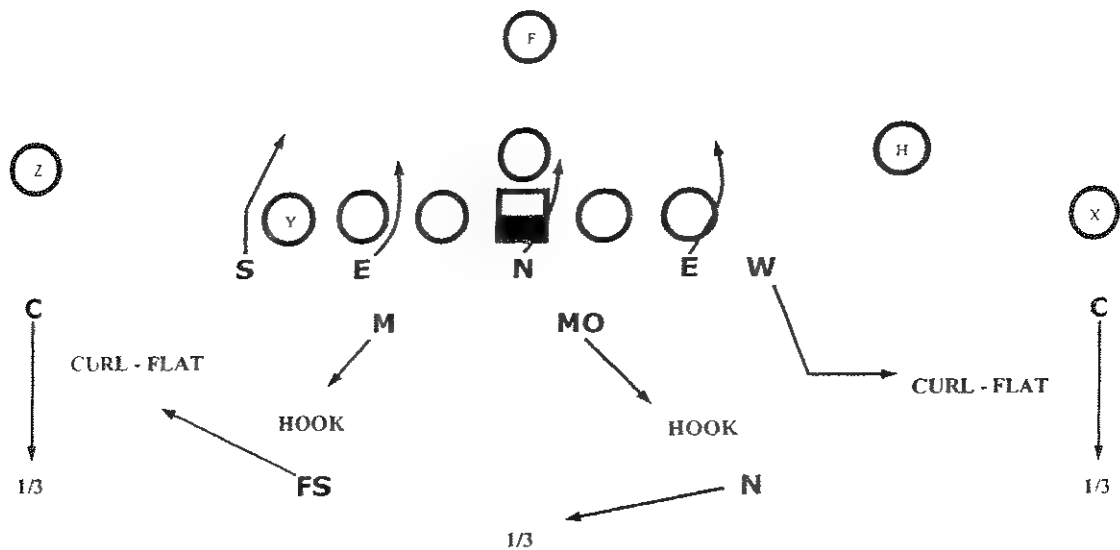
EX ZORRO H BLAST

CP ZORRO "WILL - MO" OR "SAM - MIKE"
TO THE SIDE OF "H"



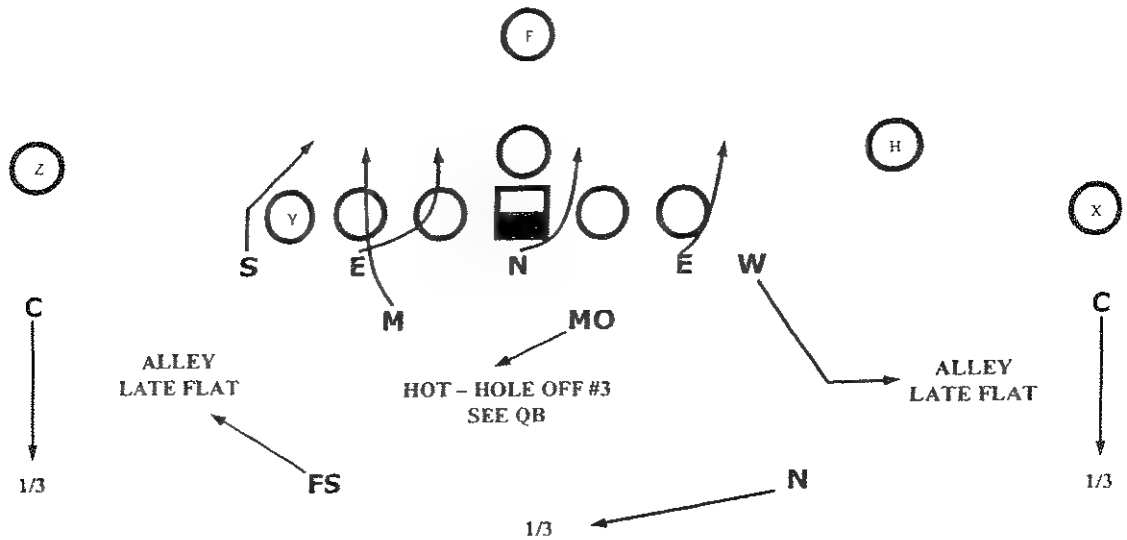
POSITION	ALIGNMENT	RESPONSIBILITY
SAM	STRONG SIDE OF CORE	H WEAK = ALLEY - LATE FLAT H STRONG = RUSH AND CONTAIN
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	H WEAK = HOT - HOLE OFF #3 H STRONG = RUSH STRONG "B" GAP
MO	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	H WEAK = RUSH WEAK "B" GAP H STRONG = HOT- HOLE OFF #3
WILL	WEAK SIDE OF CORE	H WEAK = RUSH AND CONTAIN H STRONG = ALLEY - LATE FLAT
LEFT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1/3
NICKEL	10 - 12 YDS DEEP (OG) (OT) GAP	ALLEY - LATE FLAT
FREE SAFETY	10 - 12 YDS DEEP (OG) (OT) GAP	ZONE DEEP MIDDLE 1/3

SINGLE Y RUSH COVER 3



POSITION	ALIGNMENT	RESPONSIBILITY
SAM	STRONG SIDE OF CORE	RUSH AND CONTAIN
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	DROP STRONG HOOK
MO	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	DROP WEAK HOOK
WILL	WEAK SIDE OF CORE	CURL - FLAT
LEFT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1/3
NICKEL	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE DEEP MIDDLE 1/3
FREE SAFETY	10 - 12 YDS DEEP (OG) (OT) GAP	CURL - FLAT

SINGLE ZORRO Y

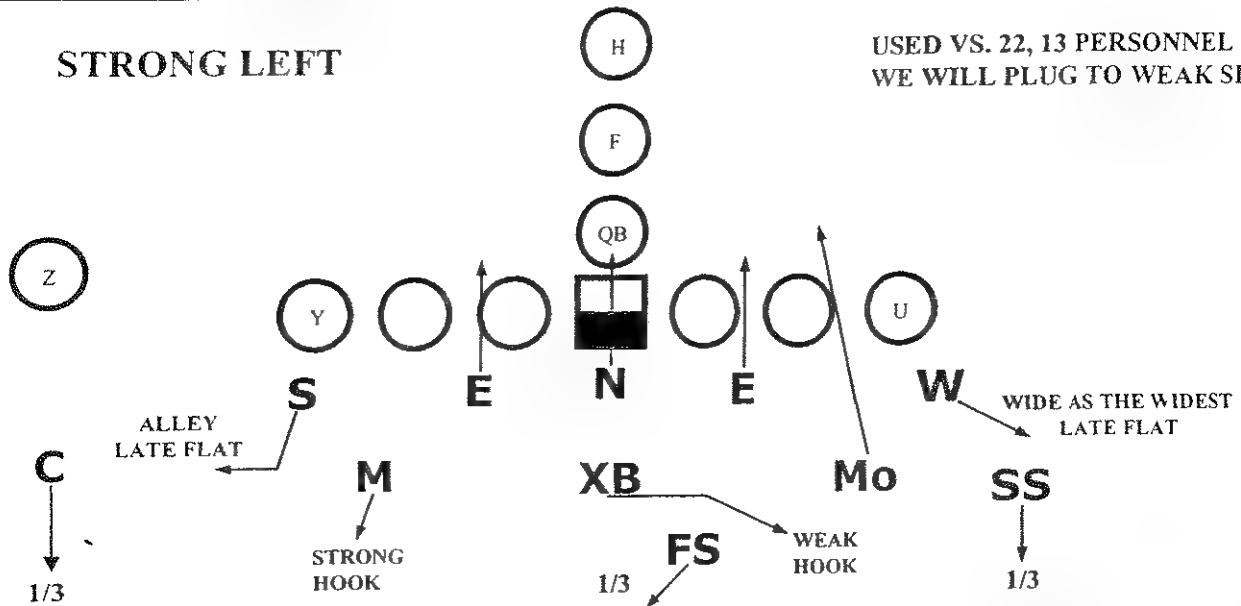


POSITION	ALIGNMENT	RESPONSIBILITY
SAM	STRONG SIDE OF CORE	RUSH AND CONTAIN
MIKE	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	RUSH STRONG "B" GAP
MO	ALIGNMENT TO SHOW COVERAGE ON YOUR MAN	HOT- HOLE OFF #3
WILL	WEAK SIDE OF CORE	ALLEY - LATE FLAT
LEFT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1/3
RIGHT CORNER	ALIGN OUTSIDE SHADE OF #1	ZONE DEEP OUTSIDE 1 3
NICKEL	10 - 12 YDS DEEP OUTSIDE SHADE OF (OT)	ZONE DEEP MIDDLE 1/3
FREE SAFETY	10 - 12 YDS DEEP (OG) (OT) GAP	ALLEY - LATE FLAT

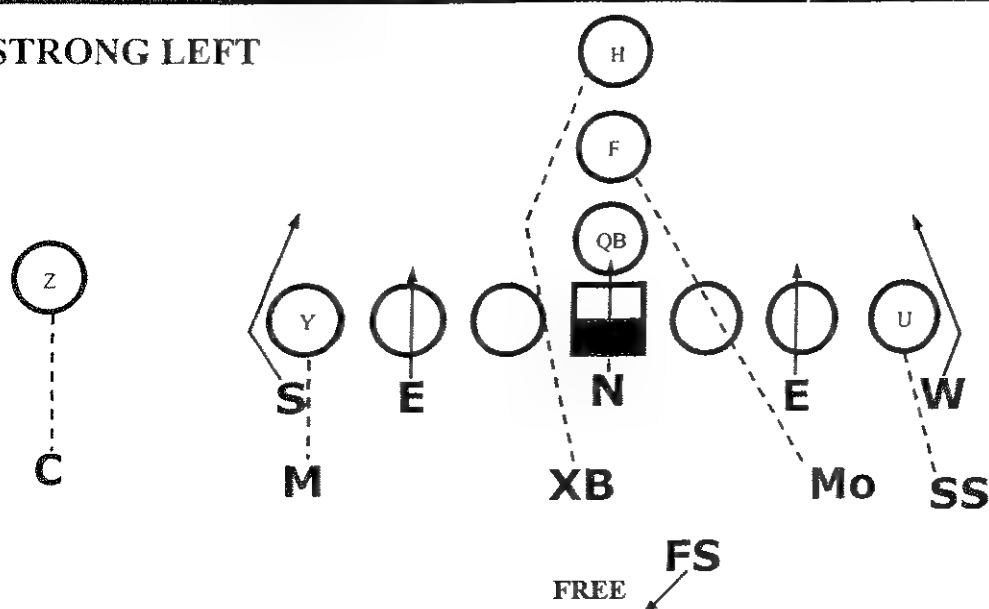
SHORT YARDAGE STACK ZONE

STRONG LEFT

USED VS. 22, 13 PERSONNEL
WE WILL PLUG TO WEAK SIDE



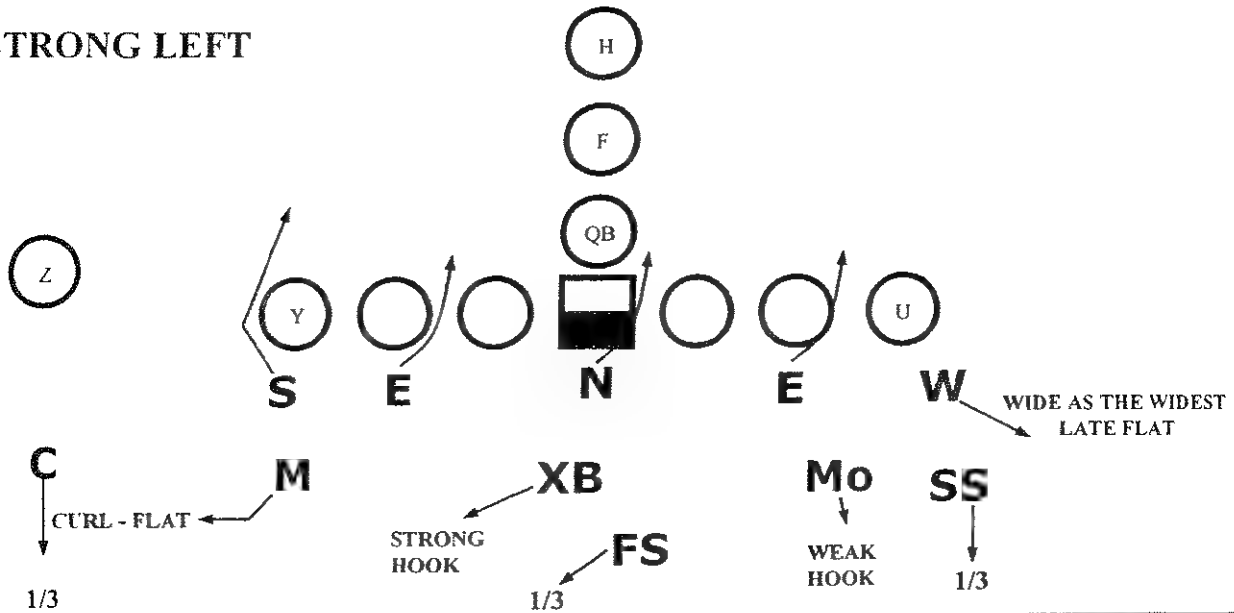
POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE SHOULDER (OG) "3"	TACKLE, GUARD, AND BALL	PLUS "B" GAP	PLUS "B" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER AND BALL	ATTACK CENTER PLUS "A" GAP AND MINUS "A" GAP	ATTACK CENTER PLUS "A" GAP AND MINUS "A" GAP
WEAK END	OUTSIDE SHOULDER (OG) "3"	TACKLE, GUARD, AND BALL	MINUS "B" GAP	MINUS "B" GAP
SAM BACKER	OUTSIDE SHADE ON (TE)	BALL THRU (TE)	ATTACK (TE) PLUS "D" GAP FORCE	ATTACK (TE) PLUS "C" GAP FOLD
MIKE BACKER	4 YDS OFF L.O.S. ON (OT)	THRU (OT) TO BACKFIELD ACTION	ATTACK PLUS "C" GAP ALERT TO PLUG ON L.O.S.	CHECK PLUS "C" GAP CUTBACK - PURSUE
MO BACKER	4 YDS OFF L.O.S. ON (OT)	THRU (OT) TO BACKFIELD ACTION	ALERT FOR PLUG - IF PLUG ATTACK AND PENETRATE MINUS "C" GAP	ALERT FOR PLUG - IF PLUG ATTACK AND PENETRATE MINUS "C" GAP
WILL BACKER	OUTSIDE SHADE ON TE LOOSEN MORE BECAUSE OF PLUGGER	BALL THRU (TE)	ATTACK (TE) - FOLD	ATTACK (TE) - FOLD
EXTRA BACKER	STACK ON THE NOSE STEM TO PLUG SIDE (OT)	STACK ON THE NOSE STEM TO PLUG SIDE (OT)	CHECK MINUS "A" GAP CUTBACK - PURSUIT	INSIDE OUT TO BALL
STRONG SAFETY	HEAD UP ALIGNMENT MAY VARY	WR, TE	DEEP OUTSIDE 1/3 LATE FILL WHERE NEEDED	PURSUE
FREE SAFETY	10 - 12 YDS DEEP IN (OG)(OT) GAP	(OL) AND FLOW	DEEP MIDDLE 1/3 PURSUIT	PURSUE LATE FILL
WEAK CORNER	5 YDS BY 3 YDS	(TE) NEAR BACK	DEEP OUTSIDE 1/3 PURSUE	LATE FILL TO BALL



100

BACKER SAM 3

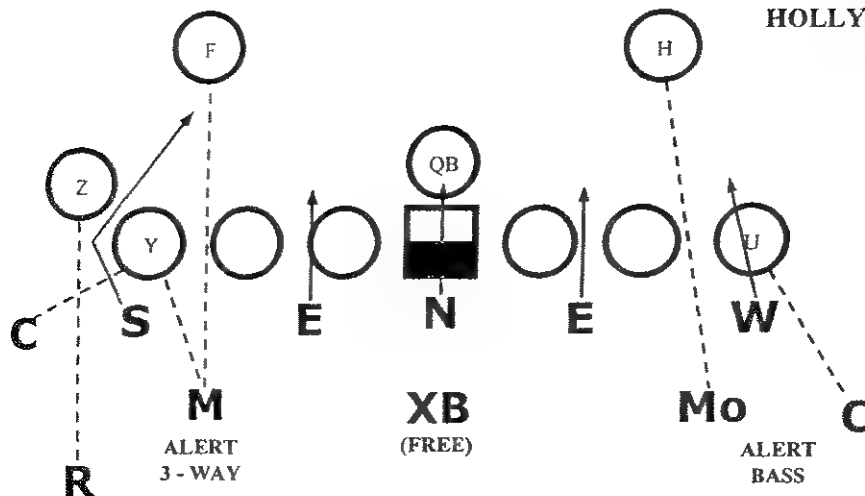
STRONG LEFT



POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	INSIDE SHADE OF TACKLE "4"	TACKLE, GUARD, AND BALL	PLUS "B" GAP	PLUS "B" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER AND BALL	ATTACK CENTER MINUS "A" GAP	ATTACK CENTER MINUS "A" GAP
WEAK END	OUTSIDE SHADE OF TACKLE "5"	TACKLE AND BALL	MINUS "C" GAP	MINUS "C" GAP
SAM BACKER	OUTSIDE SHADE ON (TE)	BALL THRU (TE)	ATTACK (TE) PLUS "D" GAP FORCE	ATTACK (TE) - PLUS "C" GAP CHASE
MIKE BACKER	4 YDS OFF L O S ON (OT)	THRU (OT) TO BACKFIELD ACTION	ATTACK PLUS "C" GAP ALERT TO PLUG ON L O S	CHECK PLUS "C" GAP CUTBACK - PURSUE
MO BACKER	4 YDS OFF L O S ON (OT)	THRU (OT) TO BACKFIELD ACTION	MINUS "C" GAP CUTBACK - PURSUE	ATTACK MINUS "C" GAP
WILL BACKER	OUTSIDE SHADE ON TE	BALL THRU (TE)	ATTACK (TE) - FOLD	ATTACK (TE) MINUS "D" GAP "FORCE"
EXTRA BACKER	STACK ON THE NOSE	STACK ON THE HOSE	CHECK PLUS "A" GAP	INSIDE OUT TO BALL
STRONG SAFETY	HEAD UP ALIGNMENT MAY VARY	TE	DEEP OUTSIDE 1/3 PURSUE	DEEP OUTSIDE 1/3 LATE FILL WHERE NEEDED
FREE SAFETY	10 - 12 YDS DEEP IN (OG)(OT) GAP	(OL) AND FLOW	DEEP MIDDLE 1/3 PURSUIT	PURSUE - LATE FILL
WEAK CORNER	5 YDS BY 3 YDS	(TE) NEAR BACK	DEEP OUTSIDE 1/3 PURSUE	DEEP OUTSIDE 1/3 LATE FILL TO BALL

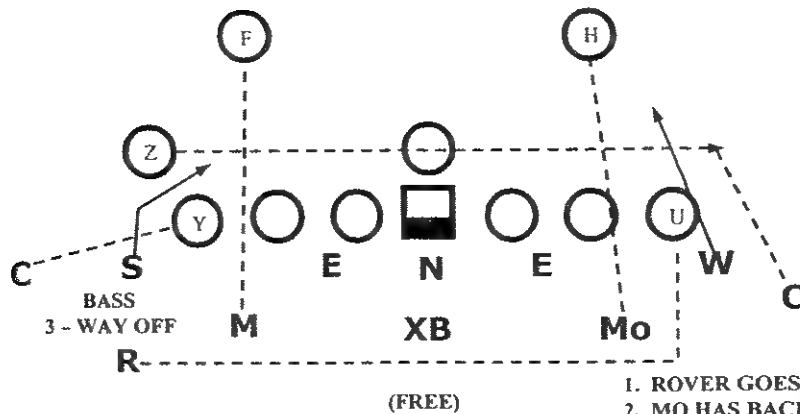
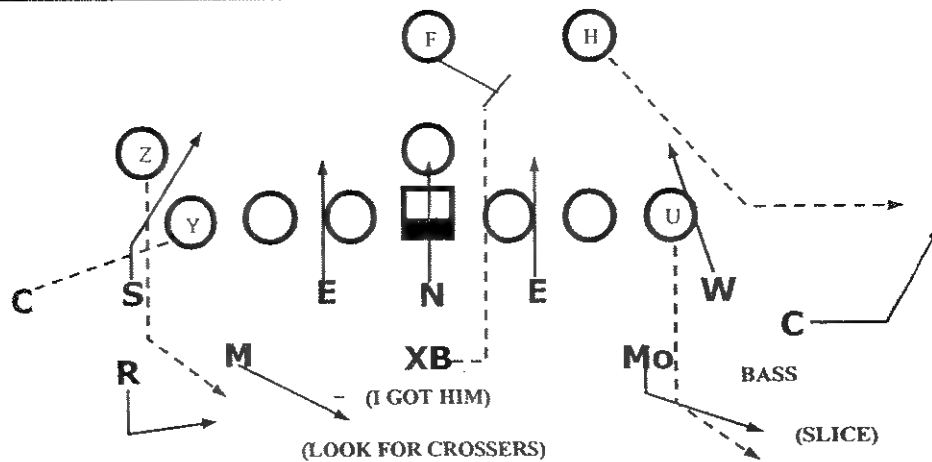
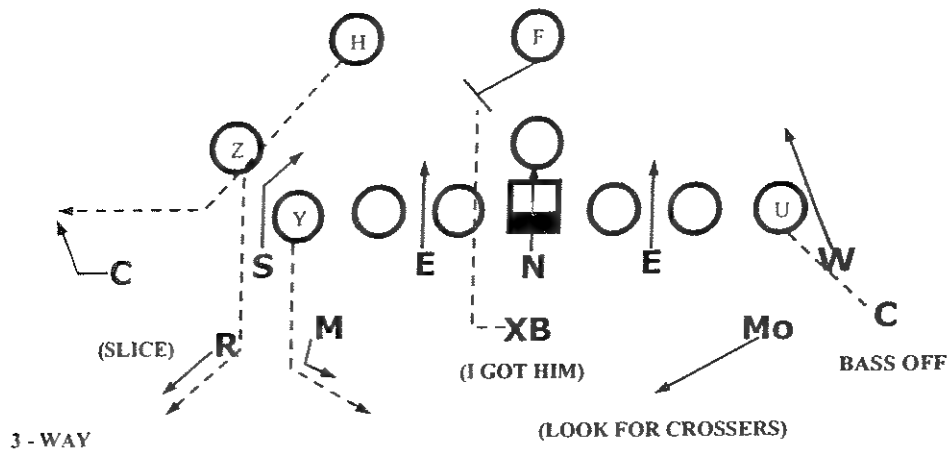
GOAL LINE STACK SAM/WILL

MIKE AND MO
HOLLYWOOD UP AND BACK

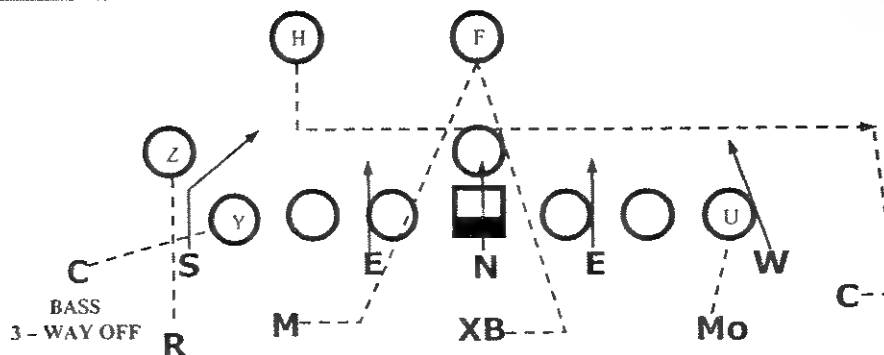


POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE SHOULDER (OG) "3"	TACKLE, GUARD, AND BALL	PLUS "B" GAP	PLUS "B" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER AND BALL	ATTACK CENTER PLUS "A" GAP AND MINUS "A" GAP	ATTACK CENTER PLUS "A" GAP AND MINUS "A" GAP
WEAK END	OUTSIDE SHOULDER (OG) "3"	TACKLE, GUARD, AND BALL	MINUS "B" GAP	MINUS "B" GAP
SAM BACKER	OUTSIDE SHADE ON (TE) NO WING - TIGHTEN ALIGNMENT	BALL THRU (TE)	ATTACK (TE) PLUS "D" GAP - FORCE	ATTACK (TE) PLUS "D" GAP - CHASE
MIKE BACKER	3 - 4 YDS OFF L O S TO COVER MAN	THRU (OT) TO BACKFIELD ACTION	ATTACK PLUS "C" GAP WRONG SHOULDER ANY LEAD BLOCK	CHECK PLUS "A" GAP CUTBACK - PURSUE
MO BACKER	HEAD UP ON (OT) 3 - 4 YDS OFF L O S	THRU (OT) TO BACKFIELD ACTION	CHECK MINUS "A" GAP CUTBACK - PURSUE	ATTACK MINUS "C" GAP WRONG SHOULDER ANY LEAD BLOCK
WILL BACKER	OUTSIDE SHADE ON TE NO WING - TIGHTEN ALIGNMENT	BALL THRU (TE)	ATTACK (TE) - MINUS "D" GAP - CHASE	ATTACK (TE) MINUS "D" GAP - FORCE
EXTRA BACKER	STACK ON THE NOSE 4 - 5 YDS OFF L O S	LEAD BLOCKER	ATTACK L O S TOWARD BACKFIELD ACTION	ATTACK L O S TOWARD BACKFIELD ACTION
STRONG CORNER	2 YDS OUTSIDE WING 1 YD OFF L O S	THRU WING - BACK	FORCE	FOLD
ROVER	4 YDS OFF L O S HEAD UP ON WING	THRU (TE) - WING	FILL	CUTBACK
WEAK CORNER	2 YDS OUTSIDE (TE) 1 YD OFF L O S	THRU (TE) - NEAR BACK	FOLD	FORCE

GOAL LINE STACK SAM/WILL

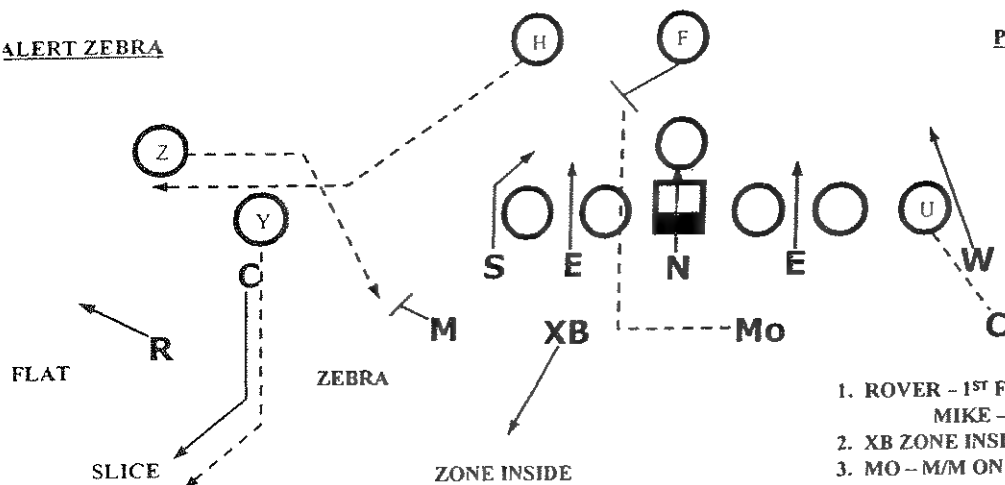


1. ROVER GOES WITH MOTION, M/M ON TE
2. MO HAS BACK
3. CORNER BUMP, TAKE MOTION M/M
4. BASS LEFT, (3 - WAY OFF)



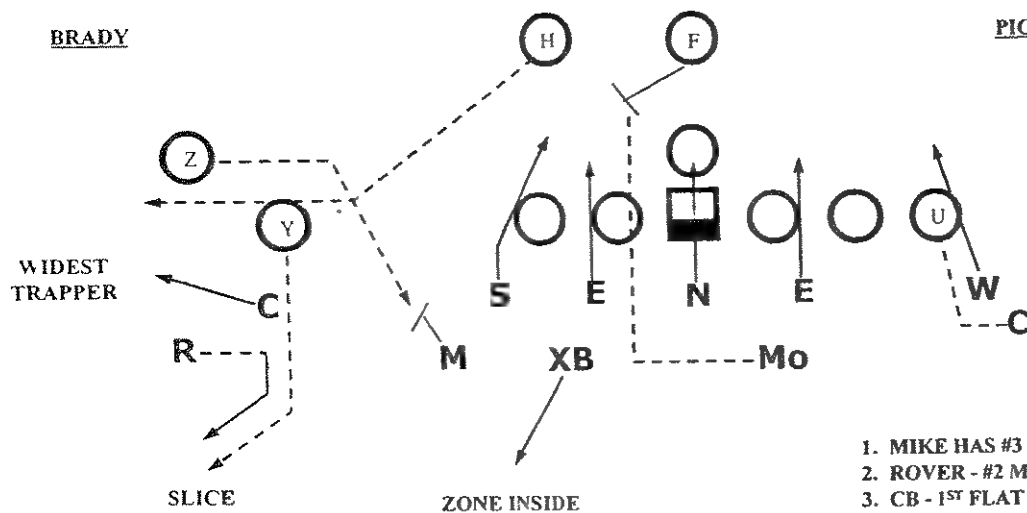
1. CORNER BUMP OUT, M/M ON MOTION
2. MO M/M ON TE
3. BASS LEFT, (3 - WAY OFF)

PICK ROUTE



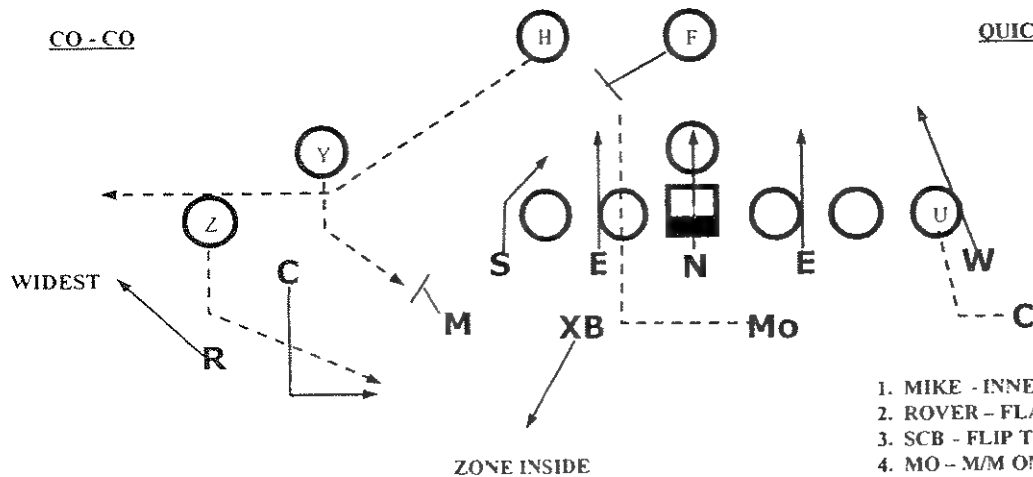
1. ROVER - 1ST FLAT OUTSIDE
MIKE - 1ST INSIDE
2. XB ZONE INSIDE
3. MO - M/M ON FB, DON'T LEAVE YOUR MAN
HELP ON CROSSERS
3. SCB - M/M ON MIDDLE CUT
4. WCB - M/M ON TE

PICK ROUTE



1. MIKE HAS #3 INNER MOST REC.
2. ROVER - #2 MIDDLE REC. UPFIELD
3. CB - 1ST FLAT
4. MO - M/M ON FB, DON'T LEAVE YOUR MAN,
HELP ON CROSSERS
5. WCB - M/M ON TE

QUICK SHIFT THEN PICK ROUTE



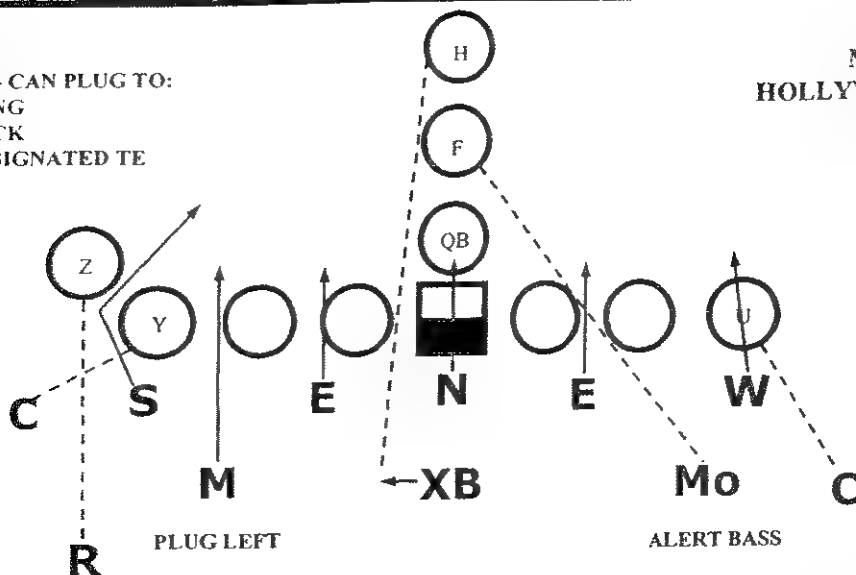
1. MIKE - INNER MOST REC.
2. ROVER - FLAT
3. SCB - FLIP TECH TO #1
4. MO - M/M ON FB, DON'T LEAVE YOUR MAN,
HELP ON CROSSERS
5. WCB - M/M ON TE

GOAL LINE STACK SAM/WILL

RULES - CAN PLUG TO:

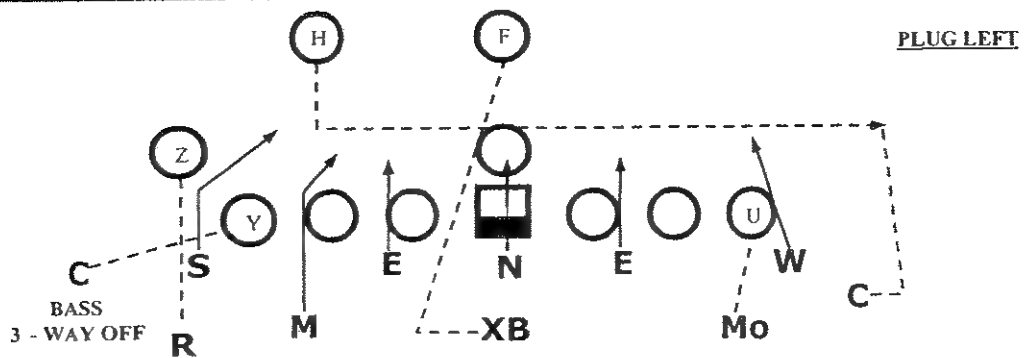
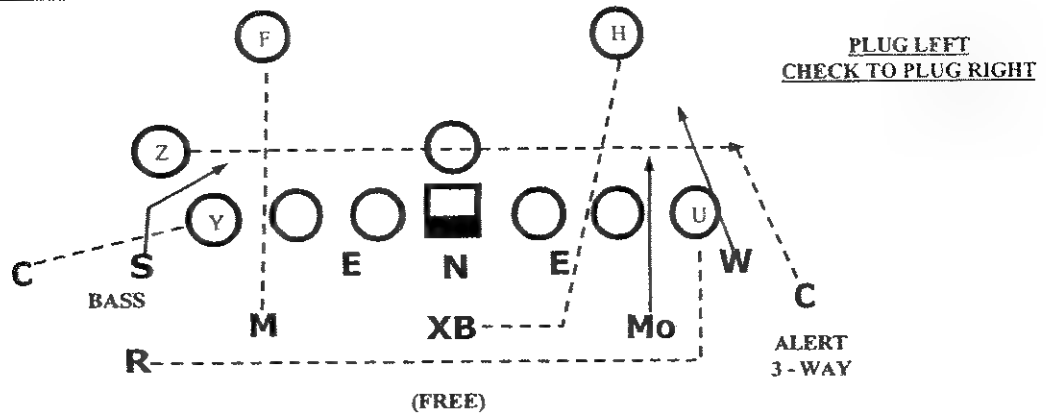
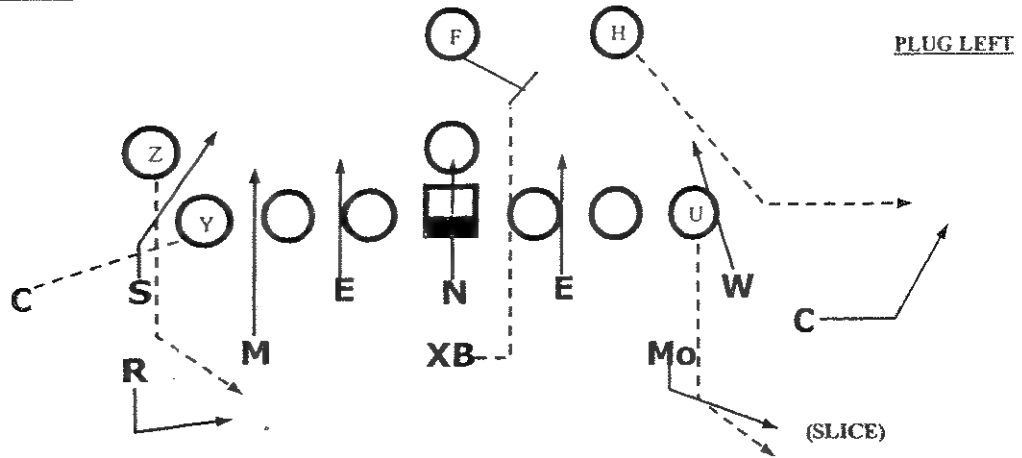
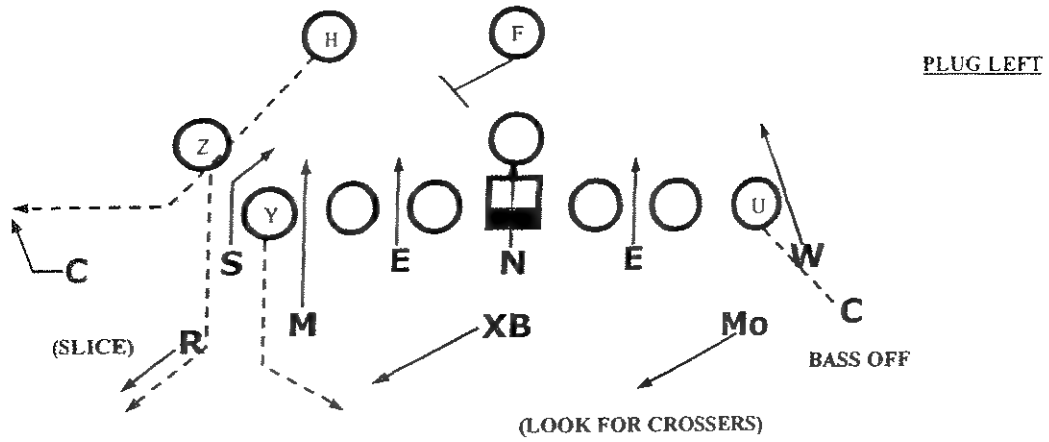
1. A WING
2. A BACK
3. A DESIGNATED TE

MIKE AND MO
HOLLYWOOD UP AND BACK



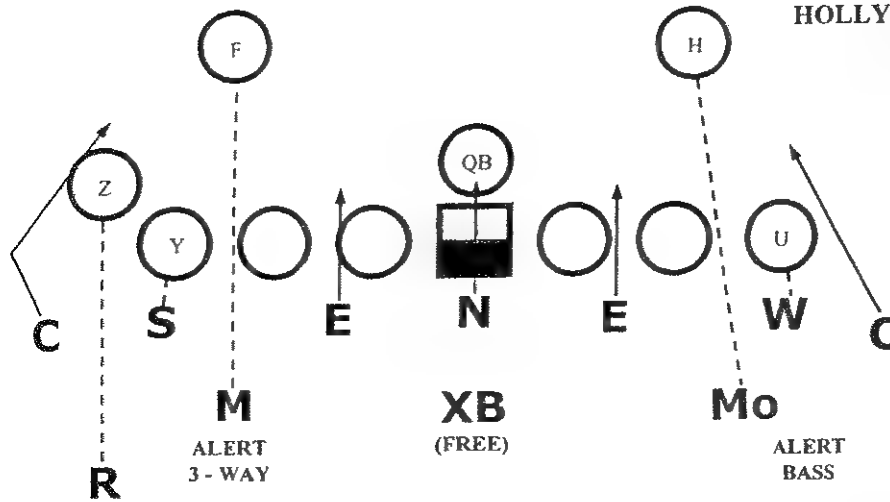
POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE SHOULDER (OG) "3"	TACKLE, GUARD, AND BALL	- PLUS "B" GAP	PLUS "B" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER AND BALL	ATTACK CENTER PLUS "A" GAP AND MINUS "A" GAP	ATTACK CENTER PLUS "A" GAP AND MINUS "A" GAP
WEAK END	OUTSIDE SHOULDER (OG) "3"	TACKLE, GUARD, AND BALL	MINUS "B" GAP	MINUS "B" GAP
SAM BACKER	OUTSIDE SHADE ON (TE) "9"	BALL THRU (TE)	ATTACK (TE) PLUS "D" GAP FORCE	ATTACK (TE) PLUS "D" GAP - CHASE
MIKE BACKER	HEAD UP ON (OT) 3 - 4 YDS OFF L.O.S. "HOLLYWOOD"	BALL THRU (OT)	ATTACK - PENETRATE PLUS "C" GAP WRONG SHOULDER ANY LEAD BLOCK	ATTACK - PENETRATE PLUS "C" GAP
MO BACKER	3 - 4 YDS OFF L.O.S. TO COVER YOUR MAN	THRU (OT) TO BACKFIELD ACTION	CHECK MINUS "A" GAP CUTBACK - PURSUE	ATTACK MINUS "C" GAP WRONG SHOULDER ANY LEAD BLOCK
WILL BACKER	OUTSIDE SHADE ON TE "9"	BALL THRU (TE)	ATTACK (TE) - MINUS "D" GAP - CHASE	ATTACK (TE) MINUS "D" GAP - FORCE
EXTRA BACKER	4 YDS OFF L.O.S. TO COVER YOUR MAN	THRU (OT) TO BACKFIELD ACTION	ATTACK L.O.S. INSIDE OUT TO BALL	CHECK PLUS "A" GAP CUTBACK - PURSUE
STRONG CORNER	2 YDS OUTSIDE WING 1 YD OFF L.O.S.	THRU WING - BACK	FORCE	FOLD
ROVER	4 YDS OFF L.O.S. HEAD UP ON WING	THRU (TE) - WING	FILL	CUTBACK
WEAK CORNER	2 YDS OUTSIDE (TE) 1 YD OFF L.O.S.	THRU (TE) - NEAR BACK	FOLD	FORCE

GOAL LINE STACK PLUG



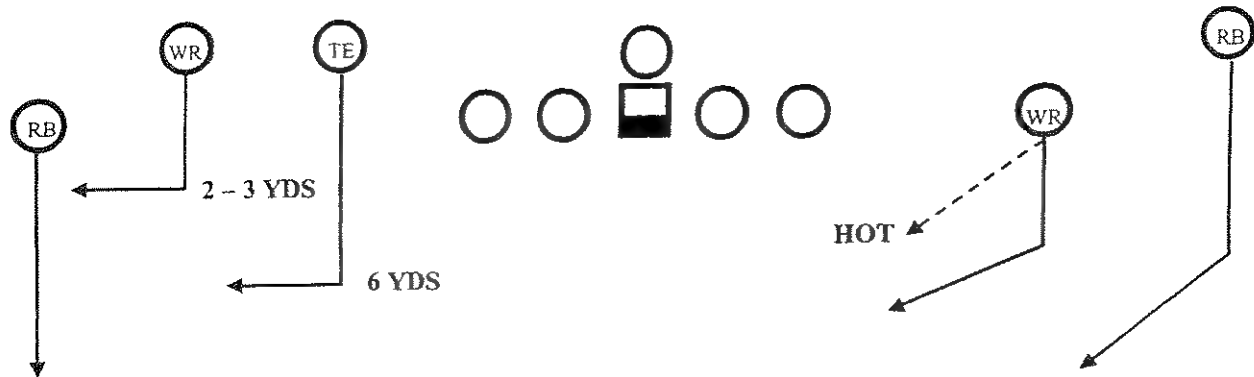
GOAL LINE SABER

MIKE AND MO
HOLLYWOOD UP AND BACK



POSITION SPECIFICS			RESPONSIBILITY	
POSITION	ALIGNMENT	KEY	RUN STRONG (TO TE)	RUN WEAK (AWAY FROM TE)
STRONG END	OUTSIDE SHOULDER (OG) "3"	TACKLE, GUARD, AND BALL	PLUS "B" GAP	PLUS "B" GAP
NOSE TACKLE	HEAD UP ON CENTER "0"	CENTER AND BALL	ATTACK CENTER PLUS "A" GAP AND MINUS "A" GAP	ATTACK CENTER PLUS "A" GAP AND MINUS "A" GAP
WEAK END	OUTSIDE SHOULDER (OG) "3"	TACKLE, GUARD, AND BALL	MINUS "B" GAP	MINUS "B" GAP
SAM BACKER	HEAD UP ON (TE) NO WING - TIGHTEN ALIGNMENT	BALL THRU (TE)	MAN TO MAN ON TE PLUS "C" GAP	MAN TO MAN ON TE PLUS "C" GAP - CHASE
MIKE BACKER	3 - 4 YDS OFF L O S TO COVER MAN	THRU (OT) TO BACKFIELD ACTION	ATTACK PLUS "C" GAP WRONG SHOULDER ANY LEAD BLOCK	CHECK PLUS "A" GAP CUTBACK - PURSUE
MO BACKER	HEAD UP ON (OT) 3 - 4 YDS OFF L O S	THRU (OT) TO BACKFIELD ACTION	CHECK MINUS "A" GAP CUTBACK - PURSUE	ATTACK MINUS "C" GAP WRONG SHOULDER ANY LEAD BLOCK
WILL BACKER	HEAD UP ON TE NO WING - TIGHTEN ALIGNMENT	BALL THRU (TE)	MAN TO MAN ON TE MINUS "C" GAP - CHASE	MAN TO MAN ON TE MINUS "C" GAP - FORCE
EXTRA BACKER	STACK ON THE NOSE 4 - 5 YDS OFF L O S	LEAD BLOCKER	ATTACK L O S TOWARD BACKFIELD ACTION	ATTACK L O S TOWARD BACKFIELD ACTION
STRONG CORNER	2 YDS OUTSIDE WING 1 YD OFF L O S	THRU WING - BACK	RUSH AND CONTAIN	RUSH AND CONTAIN
ROVER	4 YDS OFF L O S HEAD UP ON WING	THRU (TE) - WING	FILL	CUTBACK
WEAK CORNER	2 YDS OUTSIDE (TE) 1 YD OFF L O S	THRU (TE) - NEAR BACK	RUSH AND CONTAIN	RUSH AND CONTAIN

1. SLANTS / OUTS:

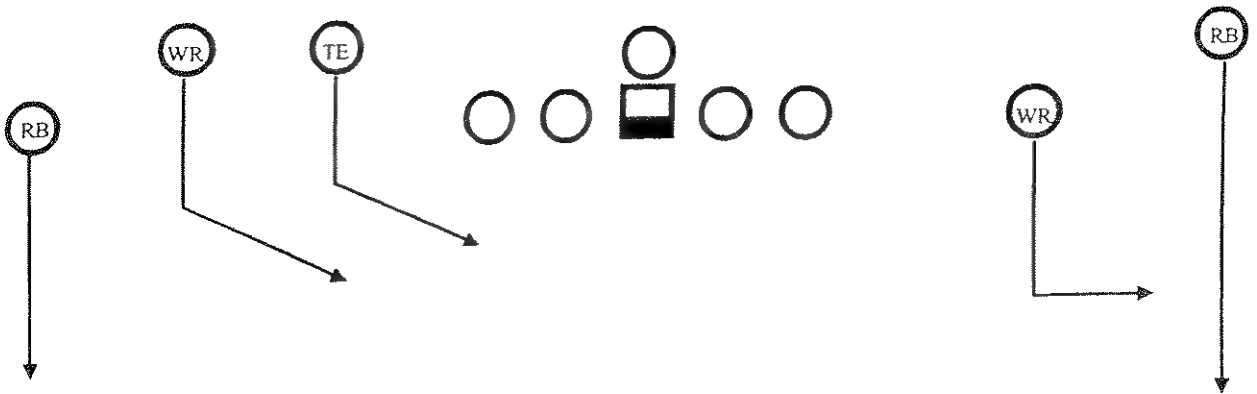


The diagram shows four types of movement represented by circles and arrows:

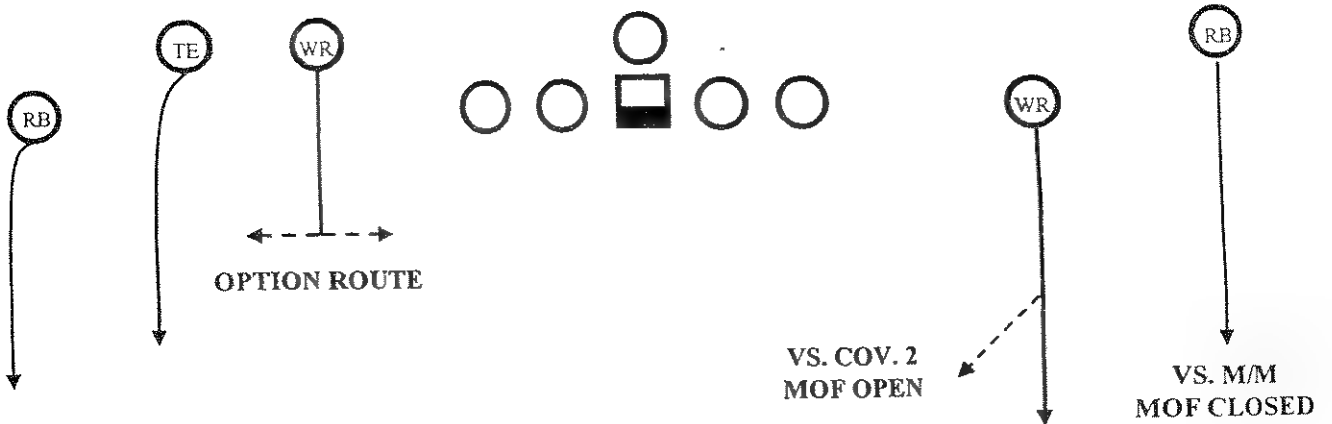
- RB (Right Boundary):** A circle labeled 'RB' with an arrow pointing down and to the left.
- WR (Wrong Right):** A circle labeled 'WR' with an arrow pointing down and to the right.
- TE (Top Edge):** A circle labeled 'TE' with an arrow pointing down and to the left.
- RB (Right Boundary):** A circle labeled 'RB' with an arrow pointing down and to the right.

SPREAD OFFENSE CONT'D

4. OUT - SLANTS

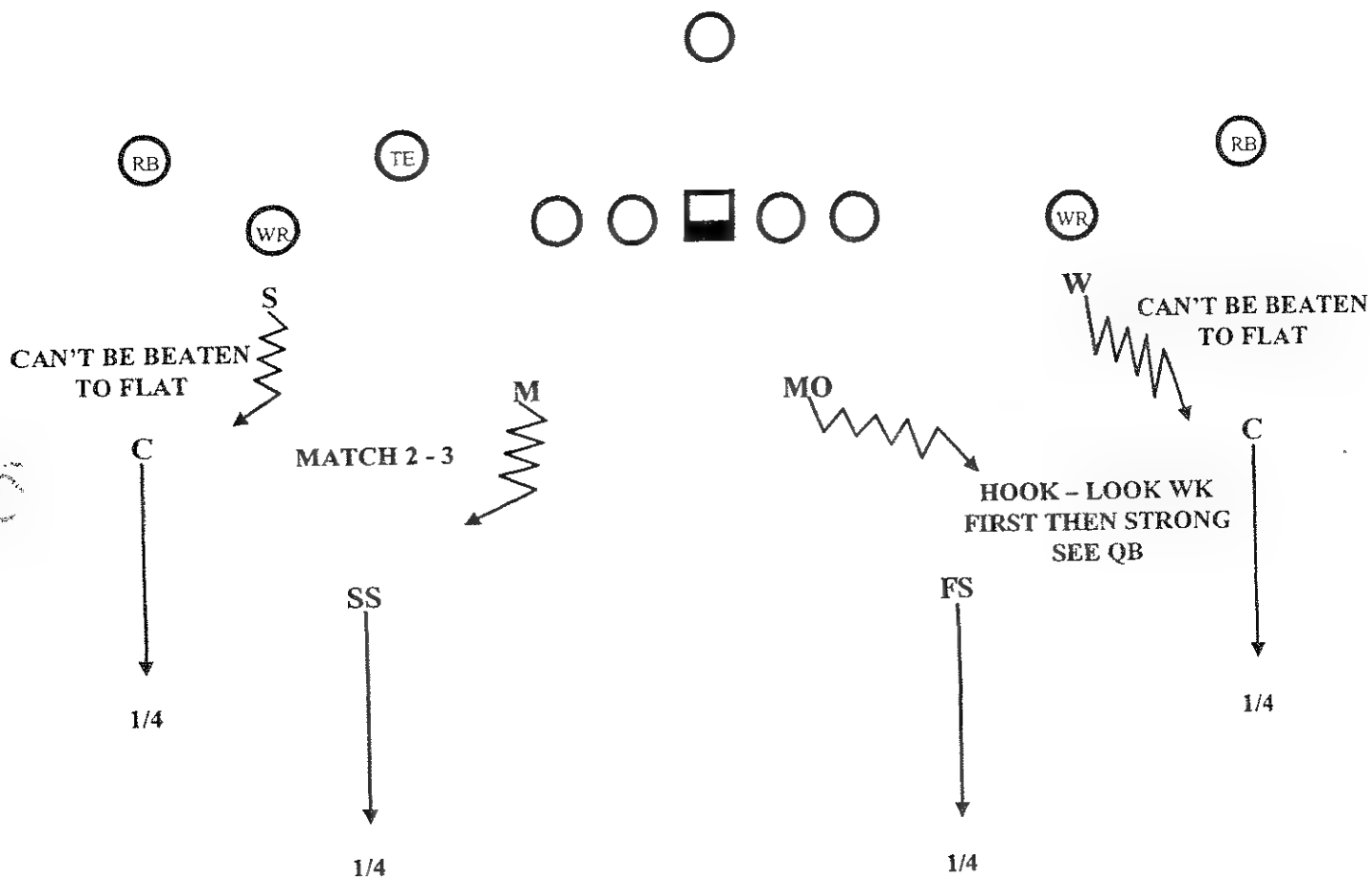


5. 4 UP / OPTION



OKIE 88

OKIE 88 – BASIC CHECK TO SPREAD FROM ALL DEFENSES

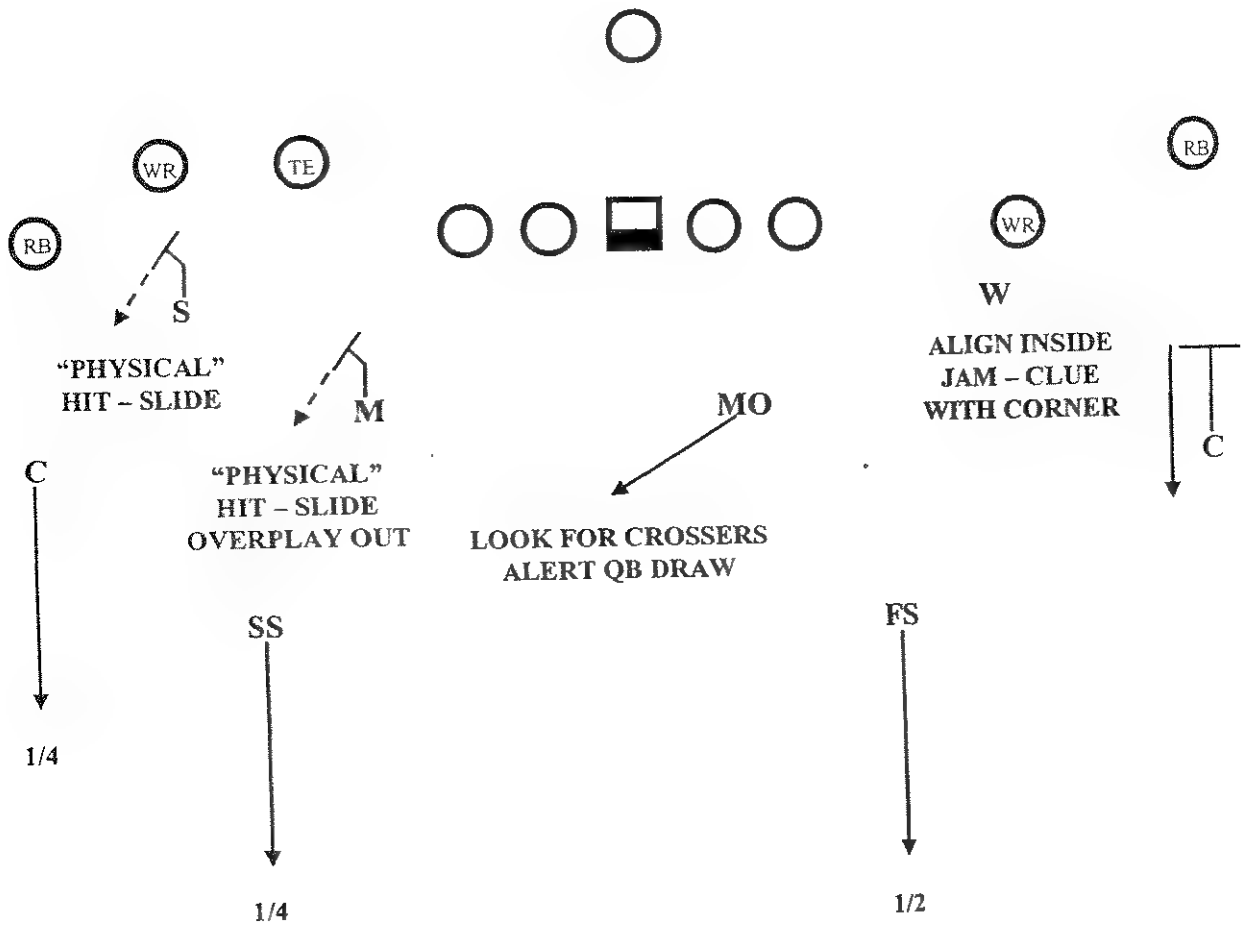


CP – CORNERS CAN VARY DEPTH, (IE) RAINBOW, CATHY, ETC.

WILL – SAM LB'S BE PHYSICAL!! JAM #2'S

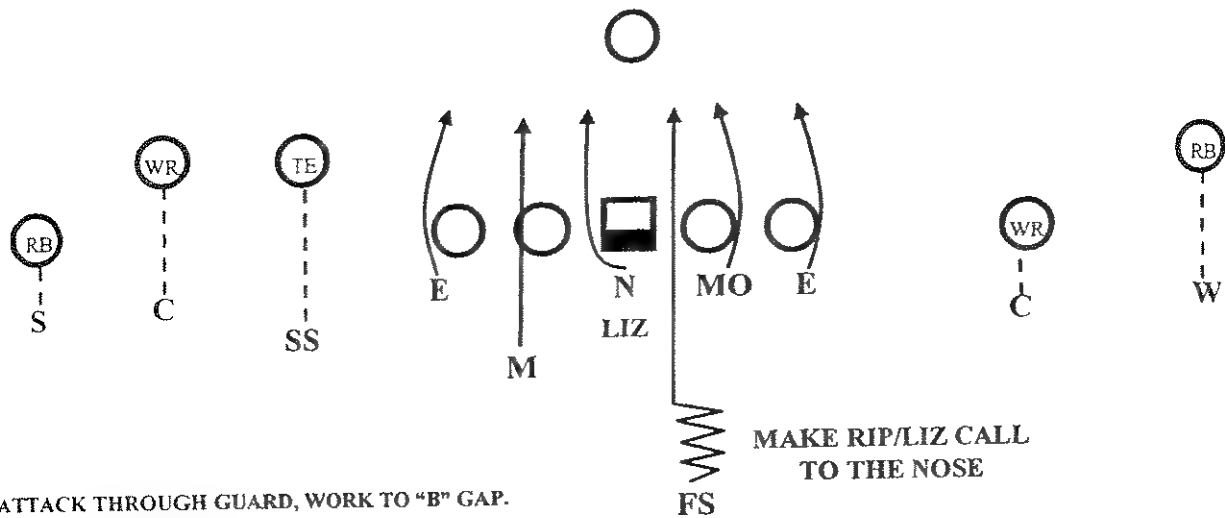
OKIE 44

OKIE 44 – BASIC CHECK TO SPREAD FROM REGULAR DEFENSE



DEFENSES VS SPREAD

FRISCO BLITZ



MIKE - ATTACK THROUGH GUARD, WORK TO "B" GAP.

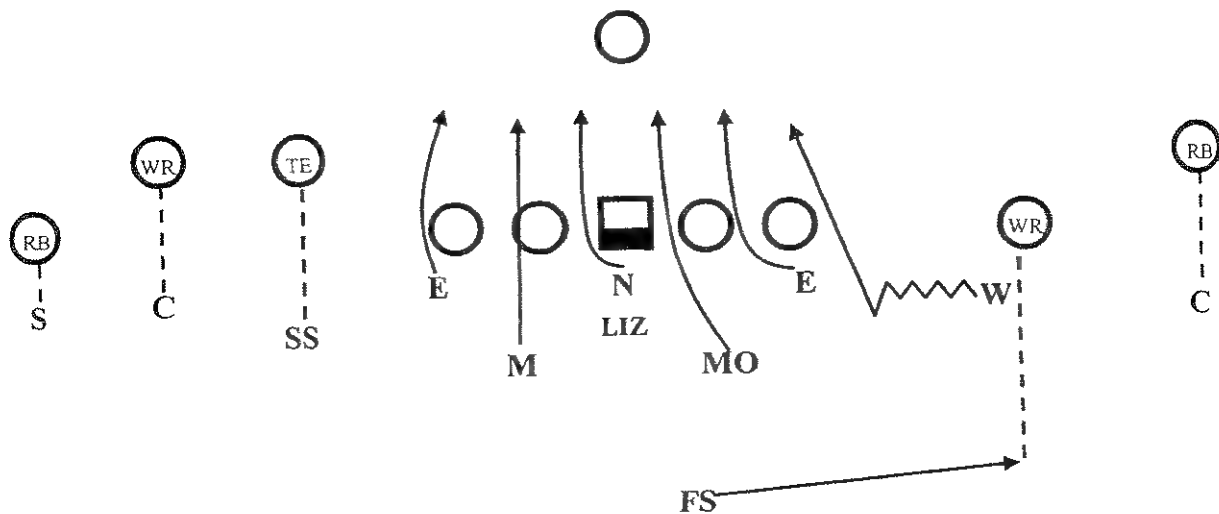
MO - MUG UP ON GUARD, ATTACK THROUGH "B" GAP.

FS - ANTICIPATE THE SNAP, MAKE RIP/LIZ CALL TO THE NOSE.

SAM/WILL - ALIGN ON THE RB'S. STEM TO MATCH - UP LATE.

TP - ALERT "SWITCH" CALL: FS COVER, WILL RUSHES (SUPER EXIT).
COULD ALSO CHECK TO WACO (MO AND WEAK END MUST GET CALL).

WACO BLITZ



FS - SHOW FRISCO, THEN COME OUT - COVER #2 WEAK

IO - MIKE MUG UP ON GUARDS - MIKE HAS "B" GAP, MO HAS "A"

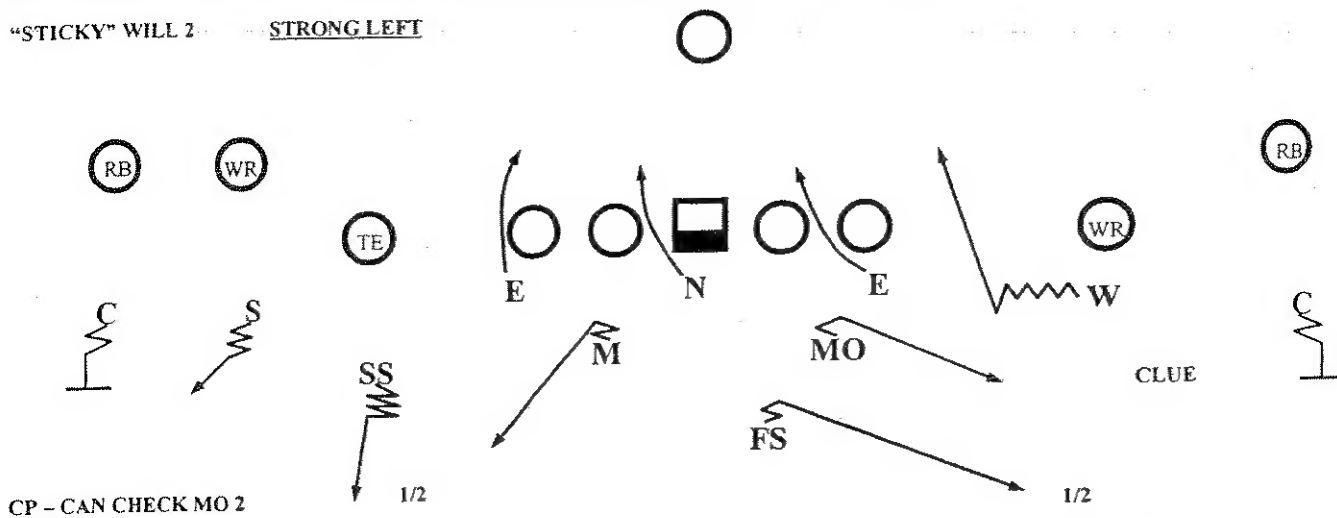
SAM - STEM TO YOUR MATCH - UP LATE

WILL - RUSH

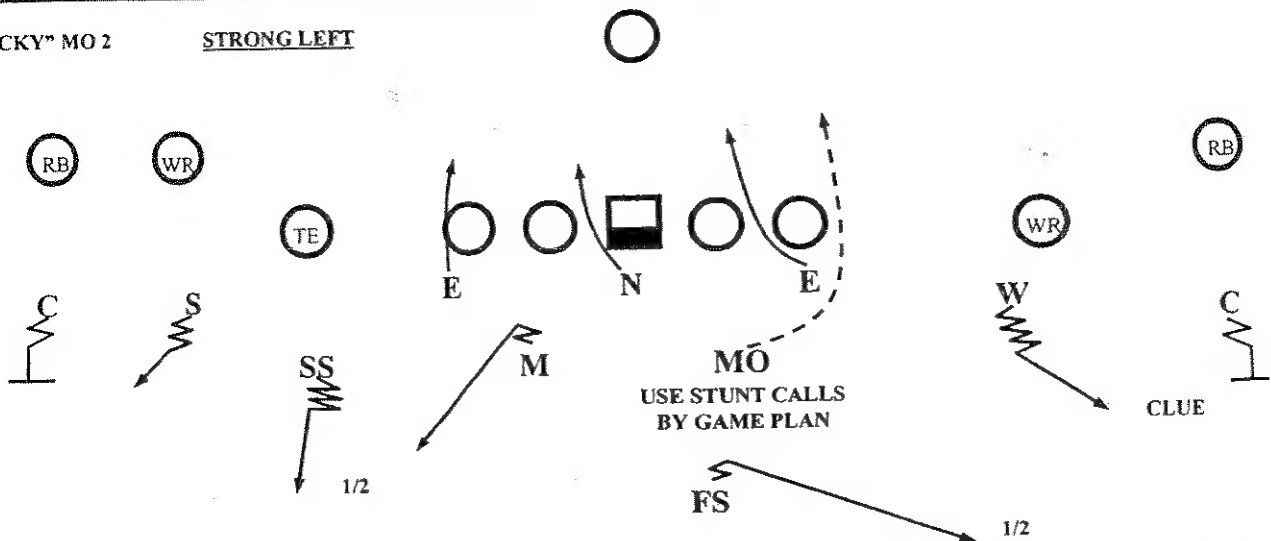
"STICKY" PACKAGE

IF WE ADD THE WORD "STICKY" TO A CALL, WE WANT THE FS AND ILB'S TO MUG - UP TO THE LOS PRIOR TO THE SNAP. WE WANT THIS TO LOOK LIKE AN ALL - OUT BLITZ! IF NO SPREAD, PLAY ORIGINAL CALL. ALSO, IF QB SHIFTS OR ALIGNS UNDER CENTER WITH SPREAD, GO TO A "STICKY" ALIGNMENT AND PLAY THE PLANNED DEFENSE

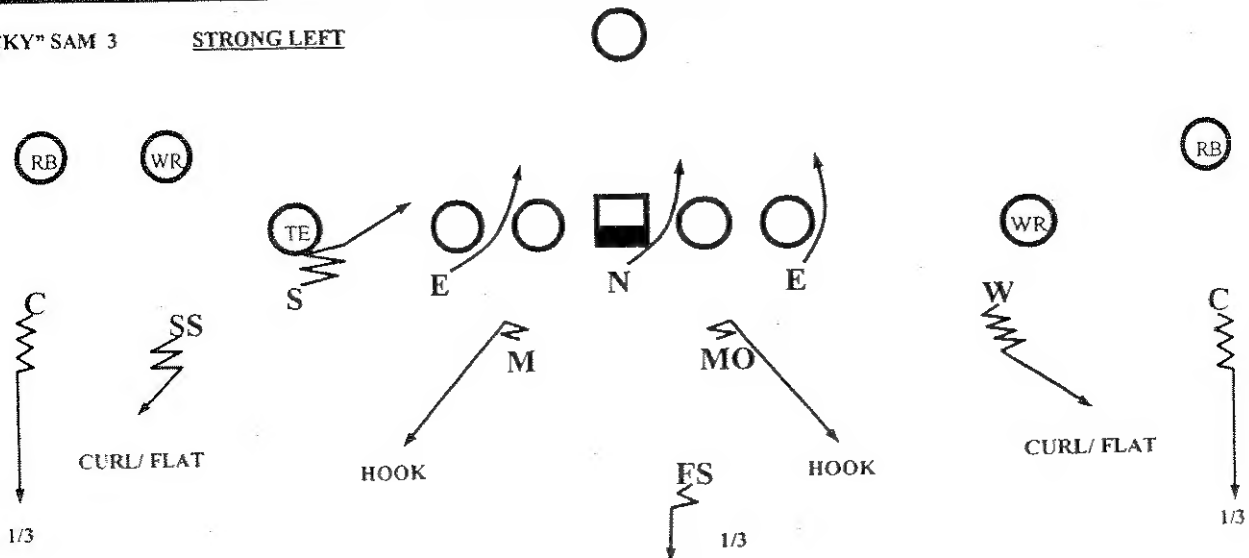
"STICKY" WILL 2... STRONG LEFT



"STICKY" MO 2 STRONG LEFT



"STICKY" SAM 3 **STRONG LEFT**



**DEFENSE VS SPREAD
DIME COMBO
BASIC CHECK TO SPREAD**

